TURTLE ALERT! HALF-SHELL HEROICS – page20

FEBRUARY 1991
£1.95

5

GOT A 64? ★ THEN GET THIS!

Commodore FORMAT

MORE C64 REVIEWS THAN ANY OTHER MAG!

POWERTESTED
- Teenage Mutant Hero Turtles
- NARC
- Exterminator
- Super Cars
- Dragon Breed
- STUN Runner
- UN Squadron
- E-SWAT

PLUS LOADS MORE...

WIN! THREE HAND-HELD TVs UP FOR GRABS!

SET TO KILL
Yum Yum!

UNDER FIRE!

The heat is on for **DICK TRACY!**
Full preview page 18

POWERPACK

CF TAPE NUMBER 5
Loaded with stunning software! Bigger, better, bolder and generally more impressive than any other C64 cover tape!

FULL GAMES
- SUN STAR
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DEMOS
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- WARLOCK

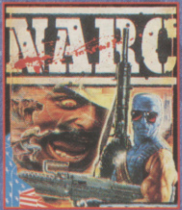
If your *CF* PowerPack tape (and box) is missing, you'd better ask your newsagent to explain...

CONSOLE COMPATIBLE CART GAME

CONSOLE OWNERS!
Cartridge Compilations
POWERTESTED – page 44
CART OFFER – page 80

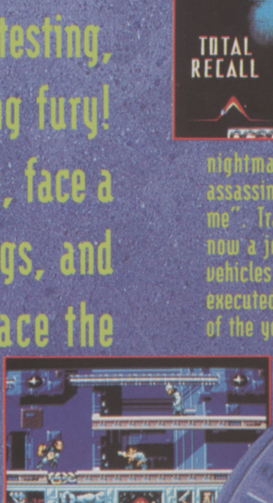
7 PAGES OF TIPS! MEGA WEAPONS! ROGER FRAMES! (WHO?)

SPARKS O



NARC-The arcade action thriller with the BIG finish. Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION - if you get that far. You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yappies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead. It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's MR BIG!

Seven levels of muscle-straining, reflex-testing, sideways scrolling fury! Destroy the lethal drug Nuke, face a stream of deadly Nuke gangs, and then - if you survive - face the terror that is Robocop 2! MORE THAN A GAME ROBOCOP 2 IS THE PRIME DIRECTIVE.



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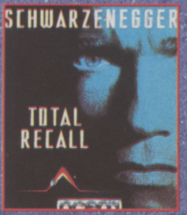

TOTAL RECALL How
stole your mind?
haunted by recurr
Mars. You are dra
unique travel serv
fantasies into the
turn their dreams
horror as your
nightmares. Suddenly your every n
assassins, you discover the surreal tr
me". Travel to Mars to discover your
now a journey of non-stop action,
vehicles and a startling array of weap
executed graphics and a game play
of the year's top movie. TOTAL RECAL
the 21st Century.

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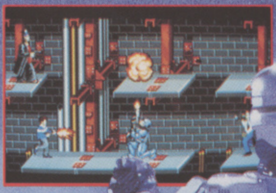

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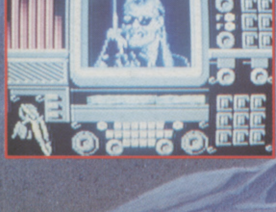

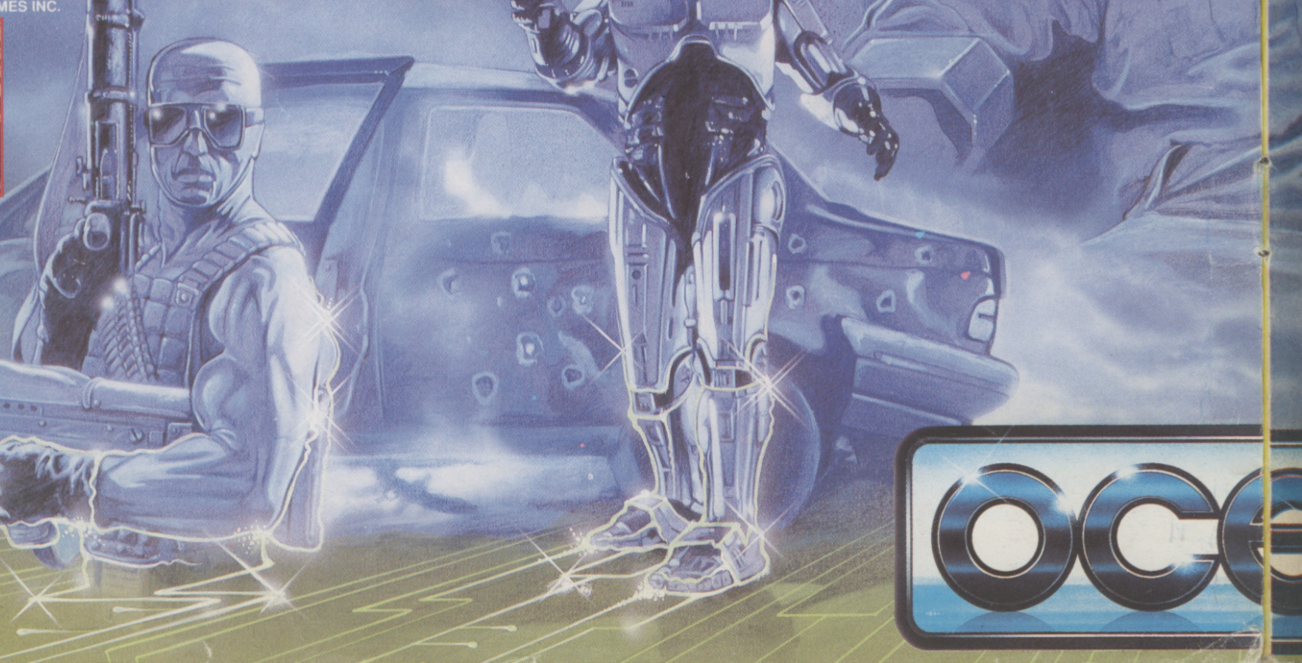

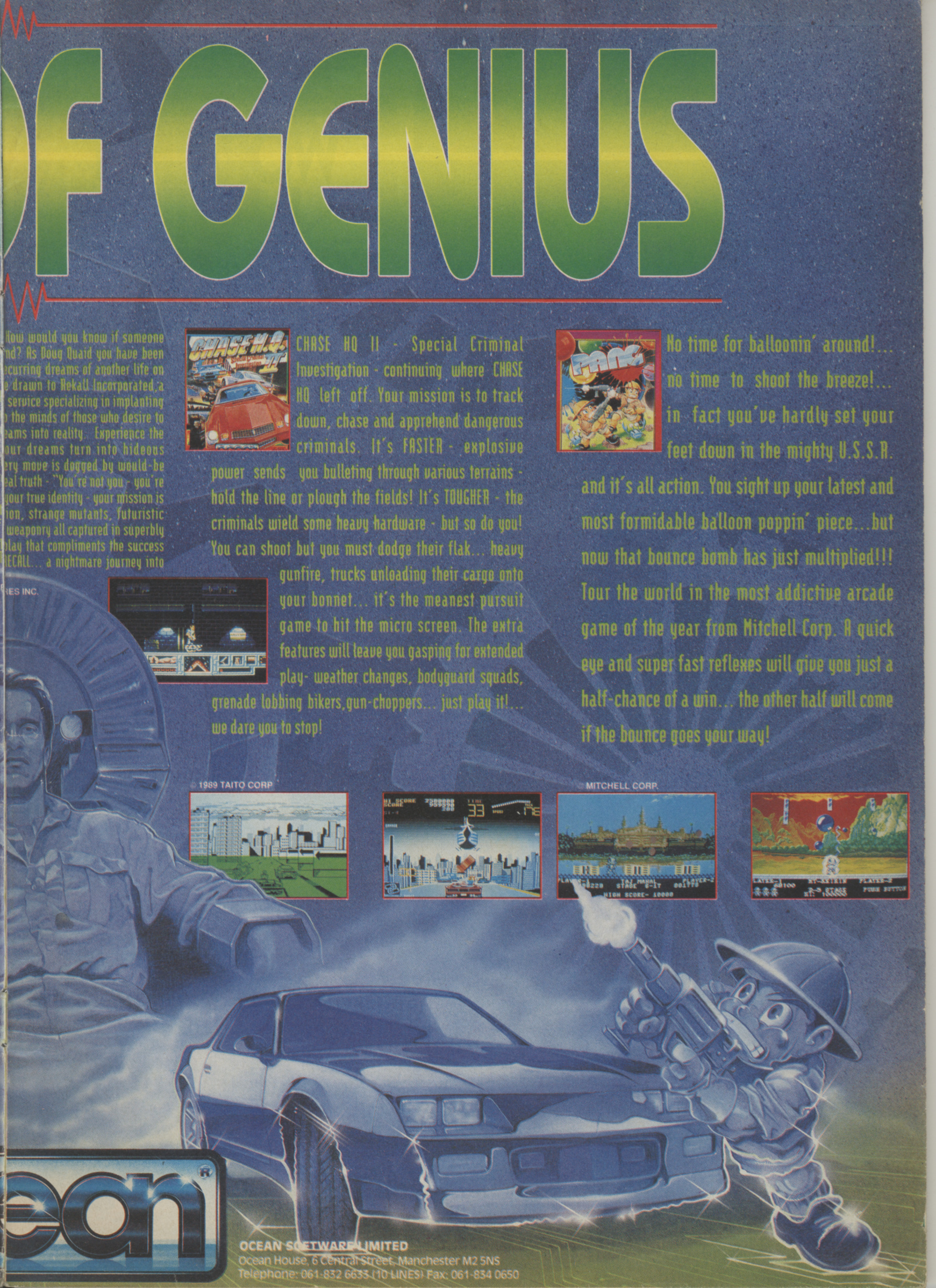

OF GENIUS

How would you know if someone
nd? As Doug Quaid you have been
ecurring dreams of another life on
e drawn to Rekall Incorporated, a
service specializing in implanting
the minds of those who desire to
eams into reality. Experience the
our dreams turn into hideous
ery move is dogged by would-be
eal truth - "You're not you - you're
your true identity - your mission is
ion, strange mutants, futuristic
weaponry all captured in superbly
lay that compliments the success
RECALL... a nightmare journey into

RES INC.

CHASE HQ II - Special Criminal Investigation - continuing where CHASE HQ left off. Your mission is to track down, chase and apprehend dangerous criminals. It's FASTER - explosive power sends you bulleting through various terrains - hold the line or plough the fields! It's TOUGHER - the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo onto your bonnet... it's the meanest pursuit game to hit the micro screen. The extra features will leave you gasping for extended play- weather changes, bodyguard squads, grenade lobbing bikers, gun-choppers... just play it!... we dare you to stop!

No time for balloonin' around!... no time to shoot the breeze!... in fact you've hardly set your feet down in the mighty U.S.S.R. and it's all action. You sight up your latest and most formidable balloon poppin' piece... but now that bounce bomb has just multiplied!!! Tour the world in the most addictive arcade game of the year from Mitchell Corp. A quick eye and super fast reflexes will give you just a half-chance of a win... the other half will come if the bounce goes your way!

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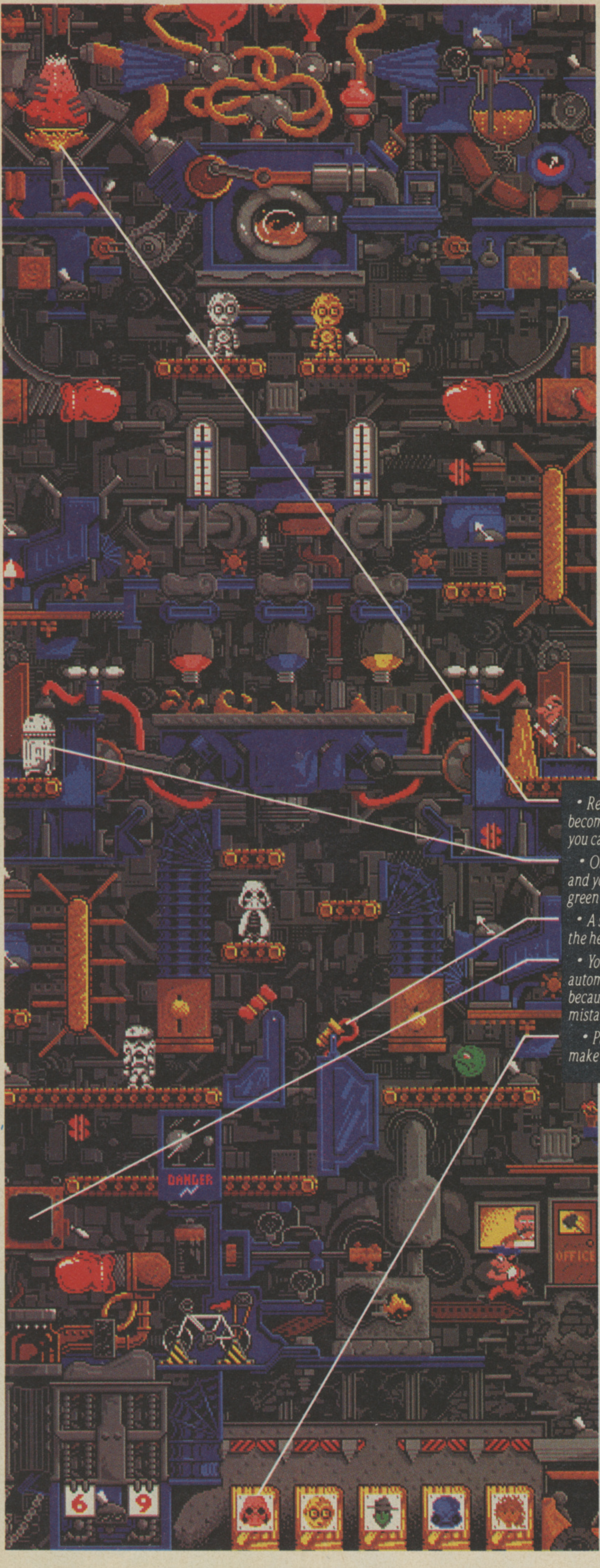
OCEAN SOFTWARE LIMITED
Ocean House, 6 Central Street, Manchester M2 5NS
Telephone: 061-832 6633 (10 LINES) Fax: 061-834 0650



- Recycled industrial waste becomes fantastic plastic - if you can keep your cool.
- One wrong squeeze of paint and you'll turn Artoo Deetoo green with envy.
- A squirt of glue, a whack in the head, and a toy is born.
- You probably won't need the automatic quality controller, because you'll never make mistakes.
- Pack 'em up, ship 'em out, make a bundle, and go home.

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LucasArts on the art and science of entertainment

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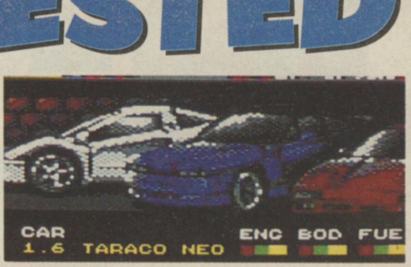
The only reviews worth reading are in CF...
... And it ain't been reviewed, until it's been

POWERTESTED!

24 You've got hand it to Audiogenic, they certainly know how to put their finger on the weird coin-op conversions! Still, it gets the thumbs-up from CF, so give them a clap!

AUDIOGENIC

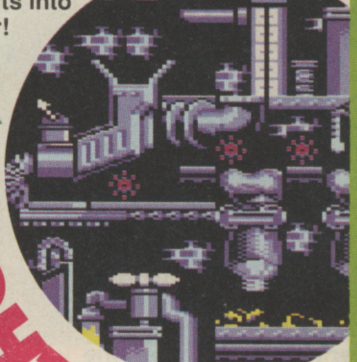
EXTERMINATOR



GREMLIN

SUPER CARS 62

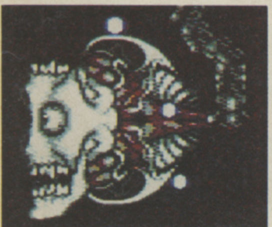
Gremlin's long-awaited scoot 'n' scroll appears, and immediately shifts into *It's A Corker* gear!



66 Your chance to discover the after hours secrets of Lucasfilm's production lines. 'Mommy, where DO Ewoks come from?'

LUCASFILM/ US GOLD

NIGHT SHIFT



ACTIVISION

DRAGON BREED 84

Tired of spaceships and lasers, droids and missiles? Then let your steed be of dragon breed. Activision strike gold once more with this polished fantasy shoot 'em up.

LEONARDO RULES, OK!
PIZZA POWER!
COWABUNGA DUDES!

20 Raf, Don, Leo and... er... the other one finally hustle their half-shells onto the C64. CF tells you if its cowabunga or a pizza poo...

KONAMI/ IMAGE WORKS

TEENAGE MUTANT HERO TURTLES

PLUS

30 EDD THE DUCK

Philip 'squeaky-clean' Schofield's felt waterfowl waddles into platform perils in his quest for stars and stardom. Take a trek around the BBC studios, in this release from new label Impulze.

60 NARC

There's blasting action a-plenty in Ocean's drug-busting shooter, but *CF* just says 'No'. (Well, nearly.)

83 TREVOR BROOKING'S WORLD CUP GLORY

Trev commentates on the matches, while you fume over ten quid down the drain...

48 E-SWAT

Have a blast with the human equivalent of heroes in a half-shell. Where pounding the beat means clanking around in a power suit of high-tensile armour!

72 S.T.U.N. RUNNER

How can you squeeze the massive Tengen coin-op into a C64? Domark tried – but did they succeed? Why not flick to page 72 and see...

86 UN SQUADRON

CF finally gets it paws on the Capcom conversion just to prove that you shouldn't believe everything you read in other mags

Commodore FORMAT *Commodore Format* is roughly thrown together by Future Publishing, the same company that brings you Amiga Format, ST Format, Your Sinclair, Amstrad Action, Sega Power, New Computer Express, PC Plus, 8000 Plus, Mac Publishing, Classic CD and the story continues

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Future PUBLISHING

GAMES

20 TEENAGE MUTANT HERO TURTLES *KONAMI/IMAGE WORKS*
24 EXTERMINATOR *AUDIOGENIC*
30 EDD THE DUCK *IMPULZE*
48 E-SWAT *US GOLD*
62 SUPER CARS *GREMLIN*
60 NARC *OCEAN*
66 NIGHT SHIFT *LUCASFILM/US GOLD*
72 S.T.U.N. RUNNER *DOMARK*
83 TREVOR BROOKING'S WORLD CUP GLORY *CHALLENGE*
84 DRAGON BREED *ACTIVISION*
86 UN SQUADRON *US GOLD*

CF SPECIALS

18 DICK TRACY: POWER PREVIEW
Disney and Titus join forces to bring Dick to the small screen. *CF* takes a closer look at the star of comic, movie and game!

44 CARTLOADS OF JOY?
New cartridge compilations compared

56 BASIC TUTORIAL
Phil South tells you how

74 OCEAN COMPO
Yomp Off With A TV – Ocean give away 3 wonderful Casio hand-held TVs!

78 MEAN HARDWARE
CF's guide to serious 64 shooters

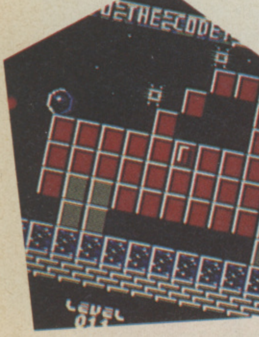
REGULARS

8 THE C64 CHARTS
12 POWERPACK PAGES
17 POWERPLAY
27 ROGER FRAMES
32 GAMEBUSTERS
40 MIGHTY BRAIN
46 CF POSTER 5
51 INSIDE INFO
58 WINNERS PAGE
65 SUBSCRIPTION OFFER
69 CLASSIC A-Z
80 MAIL ORDER
82 BACK ISSUES
88 EARLY WARNING

GETCHA GOTCHA 'ERE

68%

Regular readers of this awesome tome (and, readers, you ought to be regular) may have noticed, with their highly developed observational skills, that an error in last month's otherwise perfect issue resulted in us having not a single word of praise for Kingsoft's *Gotcha!* (reviewed on page 85). It's not that we thought it was the worst game ever. We thought it was all right, in fact. We gave it 68%, in fact. But for some reason, as yet to be blamed on somebody, all the lovely things our reviewer had to say about the game disappeared from the Power Rating box just before going to print. Unable to rest until justice is seen to be done, we apologise for our confusing little cock-up and, without further ado, bring you that elusive evaluation in full.



- ■ Built in game editor ensures lastability
- ■ Lots of different obstacles to guarantee variety
- ■ Devious screen designs
- ■ Attractive spangly parallax starfield backdrop
- ■ Two different two-player options – competition or co-operation – to add spice
- ■ 40 different levels for each game mode – 120 all together – you won't finish in a hurry
- ■ You can start on any level

...AND THE UPPERS

NETWORK 64
NETWORK 64
NETWORK 64
NETWORK 64

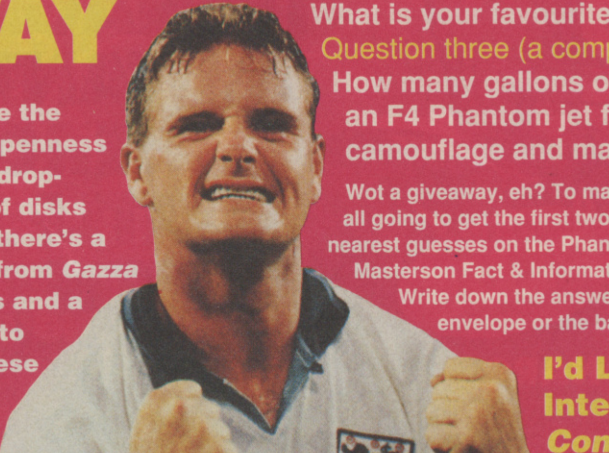
GRAB 'EM WHILE YER CAN!

There is now a *Commodore Format* Back Issues service. Stocks of issues 1, 2, 3 and 4 are running out fast and for a limited period only we're paying for the post and packing.

FULL DETAILS ARE ON PAGE 82!

YET ANOTHER GIVEAWAY

How did it happen? One minute the office was a vast expanse of openness marked only by a trail of Dyer droppings leading between a pile of disks and the coffee machine, next there's a right old mountain of goodies from *Gazza 2* posters to *E-SWAT* bum-bags and a whole lot more besides. What to do. 'Hey!' said the Ed. 'Give these good things to our faithful readers.' And so we minions down here in the Give Things to the Readers department decided to do just that. But we like to have some fun in our work, so... Answer us these few questions, will you?



Question one (this is easy, relax)

What is your name?

Question two (think about this one)

What is your favourite colour?

Question three (a complete doddle)

How many gallons of paint does it take to cover an F4 Phantom jet from undercoat to camouflage and markings?

Wot a giveaway, eh? To make it even easier, we'll assume you're all going to get the first two answers right and we'll pick the ten nearest guesses on the Phantom one (question courtesy of the Masterson Fact & Information Agency or the MAFIA, for short). Write down the answers and your name and address on an envelope or the back of a postcard and send them to:

I'd Like All Those Interesting Items, Please
Commodore Format
30, Monmouth Street
Bath, BA1 2BW

Make sure those answers get to us by March 15th 1991 or your bundle will find its way to somebody else's letter box (and what a big letter box it will have to be).

GREMLIN GO FOR QUEST

The quest is on to convert the best-selling fantasy game of 1990 to C64 format

The hugely mega *Heroquest* game released last Christmas by Milton Bradley is being turned into a computer game by Gremlin Graphics. In the board game one player sets up a dungeon layout on the board and controls all the monsters – miniature figures designed by Citadel – while up to four other players go on a quest in that dungeon. Fourteen ready to play dungeons are included and players can make up others of their own (two expansion packs, each containing ten dungeons, were designed by our own SM). The game is ideal material for a computer. Whether you'll be able to link the computer and the board game isn't yet known but it would be a stonking idea. Roll on Easter!

ONES THAT GOT AWAY

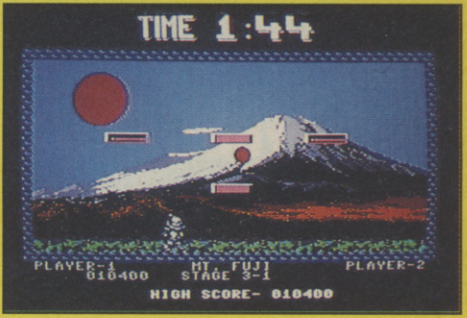
Gremlins 2 – People will play it but will they remember the movie it's based on?

What did you get for Christmas? Maybe a C64GS did the decent thing and jumped off the top of the Christmas list into your living room. There was no problem getting hold of them in the high street. They were all over the shop (if you see what I mean). But what about games? Sadly, several publishers failed to get their acts together by Christmas and many of the eagerly awaited games didn't make it into the shops before they all pulled down the shutters on Christmas Eve. A moment's silence please for Ocean's *Total Recall* (forgot where that got to), US Gold's *Line of Fire* (missed), Disney's *Dick Tracy* (outmanoeuvred everybody) *Lotus Esprit Turbo Challenge* fro Gremlin (broke down) and *Gremlins 2* (Elite couldn't control the little trouble maker).

Budding secret agents left out in the cold this Christmas. What do you think about a product which is advertised months before it's ready?

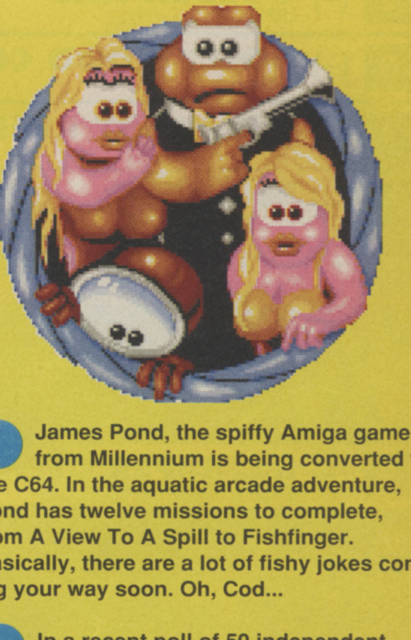
CONSOLE COMPATIBLE CART GAME

SNIPPETS



Pang, the game in which you travel the world, picks up a well deserved international award

- French games mag Tilt has recently held its annual awards ceremony for software of the year, 1990. *Lotus Turbo Esprit Challenge* won Best Rally Game (not a difficult contest really), Best Arcade Conversion was *Pang* and *SWIV* was voted Most Promising Game (that is, they gave an award for the best preview they'd seen).



- James Pond, the spiffy Amiga game from Millennium is being converted to the C64. In the aquatic arcade adventure, Pond has twelve missions to complete, from A View To A Spill to Fishfinger. Basically, there are a lot of fishy jokes coming your way soon. Oh, Cod...
- In a recent poll of 50 independent retail stores, *Turtles* was top game this Christmas, Ocean was voted best publisher and Commodore best manufacturer.
- Ocean are already thinking ahead to the release of *Robocop III*. Work has begun on the film in the US and the game is said to be at a 'very early design stage'.
- New cartridges to look out for early in the new year (apart from the ones mentioned in 'The Ones That Got Away') include *Battlechess*, *Ultima VI*, *STUN Runner* and *Last Ninja III*.

IT'S TOUGH AT THE TOP BUT IT'S TOUGHER WHEN YOU'RE NOT SO HOT!

THE CHARTS

THE DEFINITIVE GUIDE TO THE BEST-SELLING C64 SOFTWARE

FULL PRICE GAMES

You really kicked the charts into gear this Christmas. There are nine new entries in the top twenty, five of those in the top ten. *Back To The Future 2* finally knocks *Shadow Warriors* off the top spot (and the newcomers push it right down to number seven). And take a look – *Batman*'s back after only a short absence since the last time it dominated the top twenty. Its old buddy, *Robocop*, has taken a fall though. Notice how two very good compilations *Hollywood Collection* and *Wheels of Fire* have charged straight in – smart decisions, people.

1	(2)	**BACK TO THE FUTURE 2**	Mirror	*CF* Power Rating 59%
2	(–)	**GOLDEN AXE**	US Gold	*CF* Power Rating 88%
3	(–)	**HOLLYWOOD COLLECTION**	Ocean	
4	(–)	**MIDNIGHT RESISTANCE**	Ocean	*CF* Power Rating 62%
5	(–)	**GUNSHIP**	Microprose	
6	(11)	**WHEELS OF FIRE Compilation**	Domark	
7	(1)	**SHADOW WARRIORS**	Ocean	
8	(3)	**TURRICAN**	Rainbow Arts	
9	(–)	**I.S. SUPER OFF-ROAD RACER**	Virgin	
10	(5)	**EMLYN HUGHES INTER' SOCCER**	Audiogenic	
11	(15)	**RICK DANGEROUS 2**	M'prose	(*CF* Power Rating 94%)
12	(7)	**ROBOCOP**	Ocean	
13	(-)	**KICK OFF**	Anco	
14	(-)	**DIZZY COLLECTION**	CodeMasters	
15	(-)	**DOUBLE DRAGON 2**	Virgin	
16	(-)	**BATMAN – THE MOVIE**	Ocean	
17	(9)	**F16 COMBAT PILOT**	Digital Integration	
18	(10)	**WORLD CUP SOCCER 90**	Virgin	
19	(-)	**SOCCER MANIA**	Addictive	
20	(18)	**PLATINUM COMPILATION**	US Gold	(*CF* Power Rating 78%)

BUDGET GAMES

The Codies' Quattro packs are taking up the middle ground in the top ten. It's been a good month for compilations all round. Hit Squad's *Target Renegade* leaps up eight places and *Paperboy*, from Encore, takes the number two slot. But that still leaves *Out Run* ahead of the pack, having come straight in at number one last month and holding fast for another four weeks. Down at the bottom of the chart, only *Daly Thompson's Olympic Challenge* is holding on. *Rastan* takes the biggest dive, down fifteen places from last week and probably waving bye-bye.

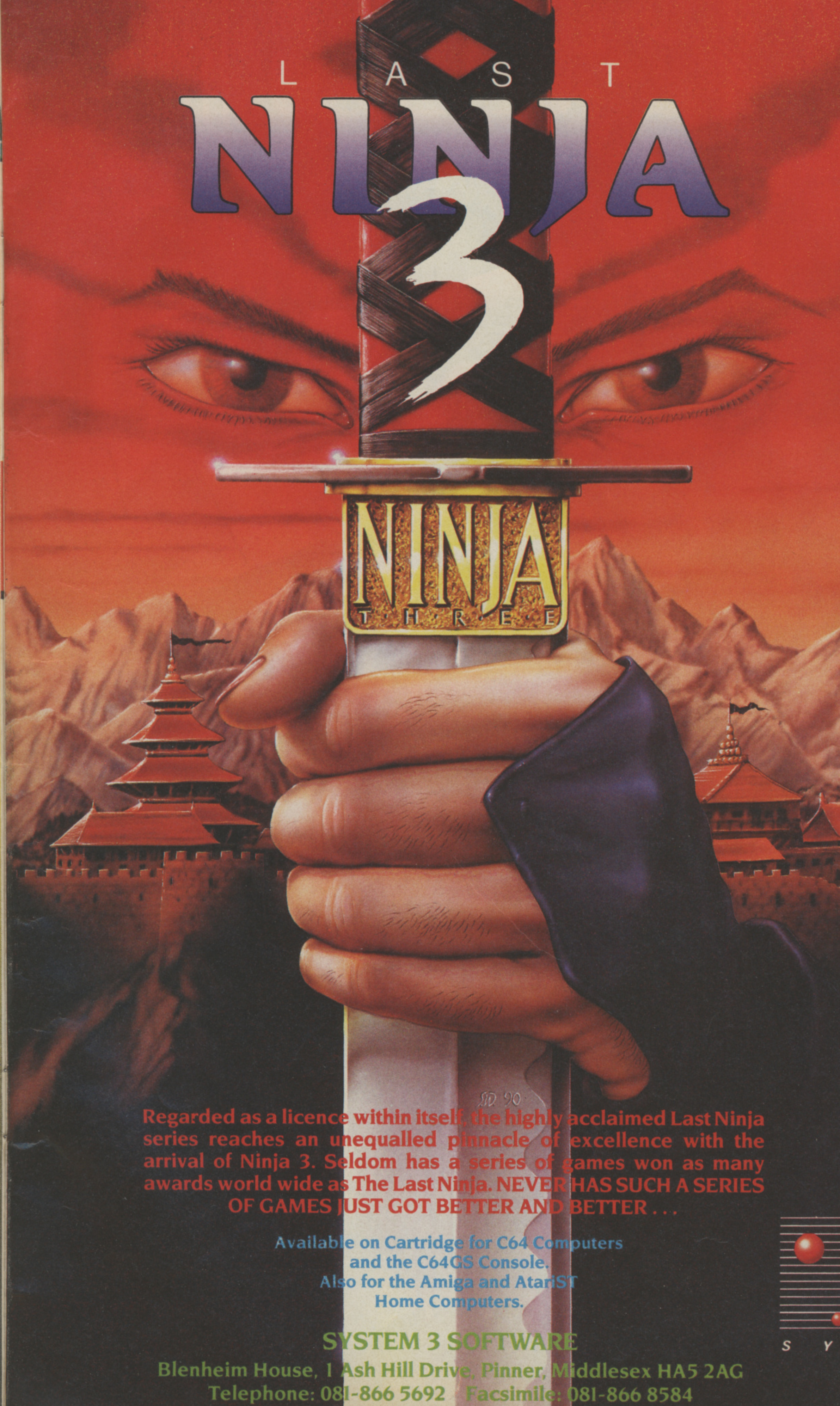
1	(=)	**OUT RUN**	Kixx	*CF* Frame Rate 75%
2	(6)	**PAPER BOY**	Encore	
3	(2)	**QUATTRO ADVENTURE**	CodeMasters	
4	(12)	**TARGET RENEGADE**	Hit Squad	
5	(–)	**SUPER HANG ON**	Hit Squad	
6	(17)	**QUATTRO ARCADE**	CodeMasters	
7	(4)	**QUATTRO COMBAT**	CodeMasters	*CF* Frame Rate 75%
8	(10)	**QUATTRO SPORTS**	CodeMasters	
9	(3)	**RUN THE GAUNTLET**	Hit Squad	
10	(9)	**FANTASY WORLD DIZZY**	CodeMasters	
11	(-)	**BIG FOOT**	CodeMasters	
12	(-)	**CALIFORNIA GAMES**	Kixx	
13	(-)	**WONDERBOY**	Hit Squad	
14	(-)	**COMBAT SCHOOL**	Hit Squad	
15	(9)	**GUARDIAN ANGEL**	CodeMasters	*CF* Frame Rate 35%
16	(15)	**PRO BOXING**	CodeMasters	
17	(16)	**SALAMANDER**	Hit Squad	
18	(17)	**BARBARIAN 2**	Kixx	
19	(=)	**D T'S OLYMPIC CHALLENGE**	Hit Squad	
20	(5)	**RASTAN**	Hit Squad	

CHART TALK

Full price software is £5.00 and above, while budget is anything which costs £4.99 or less. Last month's placing is in brackets, 🟥 means it's on its way up, 🟦 means it's on its way down, 🟪 means it hasn't moved, and 🟨 is a new entry (or it has re-entered the charts, jammy thing!). Those games lucky enough to have been reviewed by the *CF* team have their Power Rating next door, so you can see how it scored – and whether it deserves to be where it is!

THESE CHARTS ARE COMPILED BY GALLUP LTD. © EUROPEAN LEISURE SOFTWARE PUBLISHERS ASSOCIATION LTD 1991

REAL HATRED IS TIMELESS



Ninja 3 is here and ready to explode onto your screen with the most glorious display of graphics and animated fight sequences ever seen in this type of game.

With a massive introduction sequence, incredibly detailed '3D' background graphics and a more than generous helping of all-out action, Ninja 3 displays a degree of excellence never before experienced by even the most seasoned Ninja fan. Ninja 3 – A game of epic proportions.

USING
POWER

Feel the realism, allow yourself to witness the magical world of Ninjitsu, spiritualism, experience the mystical atmosphere of the Tibetan Temples. Remember, always remain in control of your stealth and cunning as you do battle once again with the most treacherous purveyor of evil, Kunitoki.

USING
POWER

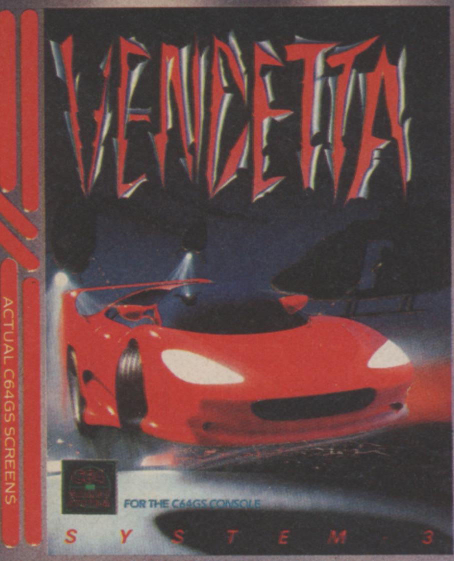
Actual C64 Screens

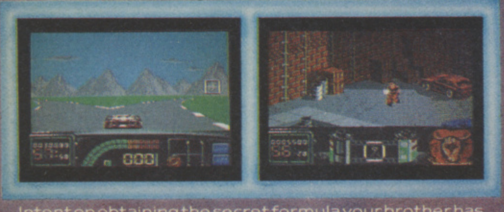
Regarded as a licence within itself, the highly acclaimed Last Ninja series reaches an unequalled pinnacle of excellence with the arrival of Ninja 3. Seldom has a series of games won as many awards world wide as The Last Ninja. NEVER HAS SUCH A SERIES OF GAMES JUST GOT BETTER AND BETTER . . .

Available on Cartridge for C64 Computers
and the C64GS Console.
Also for the Amiga and Atari ST
Home Computers.

SYSTEM 3 SOFTWARE
Blenheim House, 1 Ash Hill Drive, Pinner, Middlesex HA5 2AG
Telephone: 081-866 5692 Facsimile: 081-866 8584

SYSTEM 3


VENDETTA
ACTUAL C64GS SCREENS
FOR THE C64GS CONSOLE
SYSTEM 3



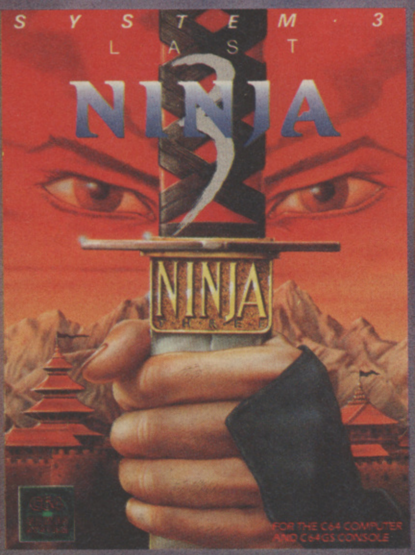
Intent on obtaining the secret formula your brother has devised for developing the ultimate weapon, a blood thirsty terrorist gang has kidnapped his daughter. The same terrorist syndicate you had dispersed in Saigon some years previously.

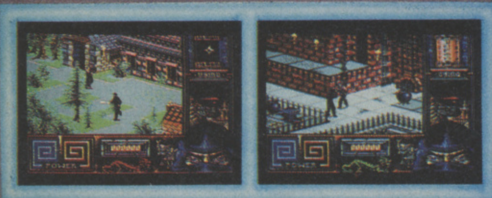
Your work now seemed incomplete … you have to squash them once and for all …

THE PRESS SAY

'Quite simply an amazing product.'
ZZAP 64

The graphics are absolutely perfect, and the sonics are superb, the bundle is linked with pure gloss that helps shine over any small inadequacies. VENDETTA is not just the best arcade adventure ever, it invents a new meaning for the term.
YOUR COMMODORE


SYSTEM 3
LAST
NINJA
3
NINJA
ACTUAL C64 SCREENS
FOR THE C64 COMPUTER AND C64GS CONSOLE



Dragged through the vortex of time and space, the Ninja is brought to Tibet … To the Palace of Mysteries. The Shogun Kunitoki, the all-powerful master of the palace, has brought you, the last of the Ninjas, to the very heart of his corruption and evil.

Nothing has resisted the Shogun's onslaught against the World. Only you stand between the old World of Order and the new Realm of Chaos.

REAL·HATRED·IS·TIMELESS

Exciting and demanding gameplay over 6 different levels.

Incredibly detailed '3D' background graphics.

Dramatic 'real-life' animation of the Ninja and his opponents.

Innovative puzzles to solve and many objects to collect.

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- Will work on any C64 or C64GS.
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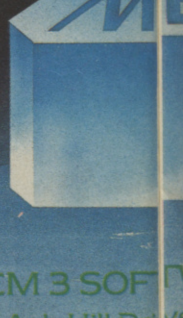

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12K OF GAMEPLAY MEMORY

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- Greatly enhanced gameplay.
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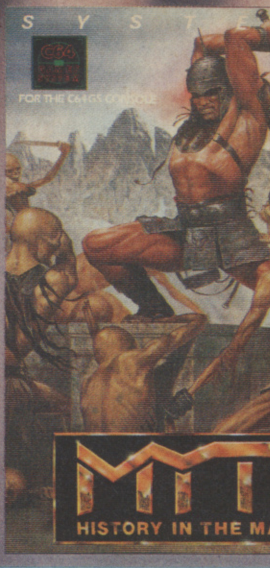
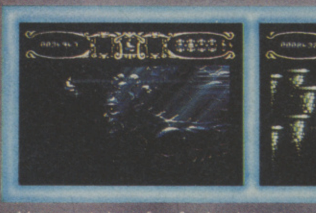
SYSTEM · 3


SYSTEM · 3
FOR THE C64GS CONSOLE
MYTH
HISTORY IN THE MAKING

ACTUAL C64GS SCREENS



You are taken far, far back in time to confront the evil God Dameron, who has taken control and is changing good Gods to bad. He is upsetting our past, our future and ultimately our destiny.

Myths are no longer a theory, myth is reality.
Myth is HISTORY IN THE MAKING . . .

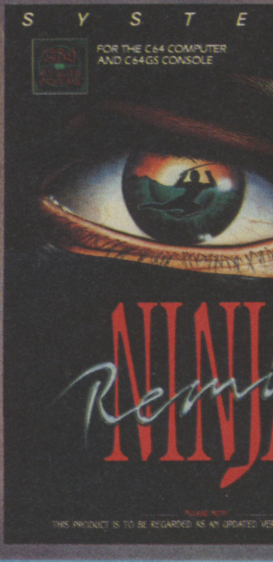
THE PRESS SAY

This almost looks like an Amiga game that someone has managed to get running on the C64. Superb animation, tremendous sound, and bags of atmosphere make this a must buy. If you want another reason for parting with your cash, it's also huge and there's lots of variety in there. I was impressed – you will be too.

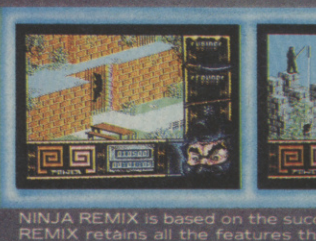
ACE

I don't think is would be exaggerating when I say that MYTH is one of the best games on the C64. It has just about everything necessary to make it a classic:

COMMODORE USER


SYSTEM · 3
FOR THE C64 COMPUTER
AND C64GS CONSOLE
NINJA
Remix
PLEASE NOTE
THIS PRODUCT IS TO BE REGARDED AS AN UPDATED VERSION OF LAST NINJA II

ACTUAL C64 SCREENS



NINJA REMIX is based on the successful Last Ninja II. REMIX retains all the features that made Ninja II an award winning product PLUS, it has the following enchancements:-

Remixed music on all seven levels.
Exciting 'film-like' animated introduction sequence.
Greatly enhanced player status area.

THE ULTIMATE NINJA

NINJA REMIX is a true value-for-money product that provides:-

Exciting arcade style combat action.
Thought provoking puzzles to solve.
Dramatic 'real-life' animation of both Ninja and opponents.
State of the art programming.

First of all, apologies to anyone who couldn't get last issue's *Robocop 2* demo to load. The version we had from Ocean loaded fine (hence the screenshots) but somewhere between us, the duplicators and the covertape, something spooky happened. The demo's all there, but some tape units just won't be able to cope with the fast loader. Sorry folks, we try very hard, but every once in a while the Viking God of Covertapes decides to poo in your cereal bowl.

This month we ran into bad luck again. *Dick Tracy* is being coded in Germany for the French company Titus. We managed to get a review copy of the game, but the demo just didn't turn up in time. Boo hiss.

You were also due to get *Inner Space*, but after much playing, head-scratching and soul-searching the Ed decided it just wasn't good enough. So it's bye-bye *Inner Space*; hello *Shockway Rider*! It's a scrolling beat 'em up (sort of) and we thought you'd like it!

It was really last minute stuff for the (censored) *Viz* demo, which nearly didn't appear. However, thanks to Red Star and some serious telephoning, it arrived and jolly super it is too (apart from the fact that it only lets you play once before you have to re-load. Er...)

Fingers crossed for some trouble free loading. Any complaints, write to: The Great God of Covertapes, Ragnarok, Valhalla. And don't forget to enclose those inedible Coco Pops. At least, I think they're Coco-Pops...

It's fat, fun, packed and back. It's

POWER PACK

Enter a crystal maze, fight for your life on the pavements of the future, defeat some rampaging monsters and then shout 'Did you call my pint a puff?' before putting your fist through the monitor screen. All this and more in CF POWERPACK 5!

SHOCKWAY RIDER

FULL GAME

HEWSON

Surprise, surprise, push in port 2

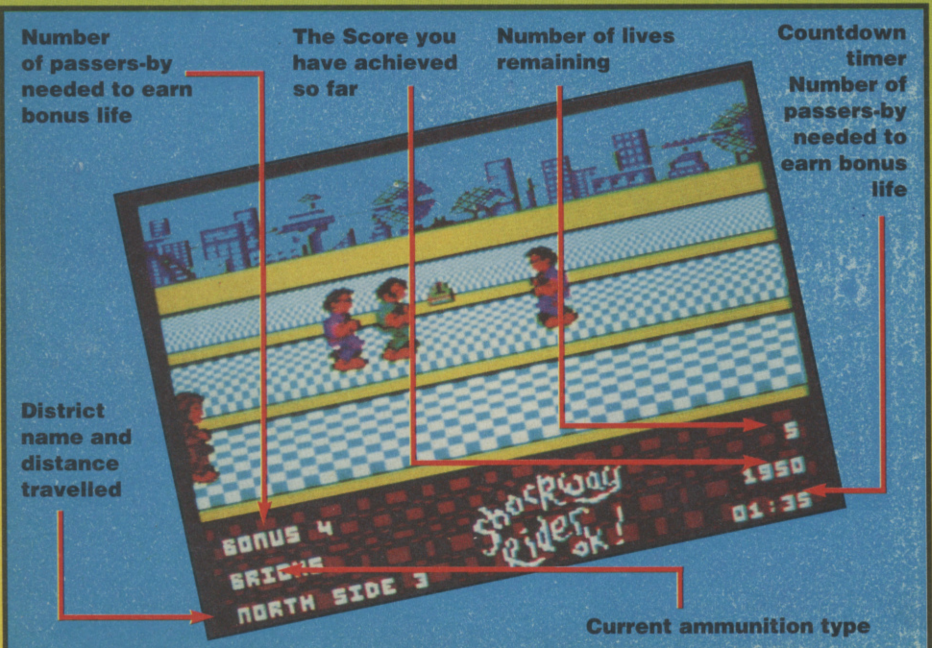
The 'Shockway' is the pavement of the future – a moving sidewalk with fast lanes! Your aim as a shockway rider is to traverse all 12 districts and 'Go Full Circle'.

At the start of the game, you have the option to practice any of the first eight districts, by hitting P. This is rather pointless, since you'll immediately get wasted. If you've any sense, you'll press fire to start on the first district, the North Side.

The idea is simply to reach the next district within the time limit, and avoid the assaults of the muggers and street gangs. The only way to reach your destination in time is to keep to the faster pathway – the one nearest the screen. You can jump from pathway to pathway by pushing up and down, and then scurry along the path itself by moving left and right.

With the fire button pressed, pushing left and right releases a punch to fend off your attackers. Alternatively, collect the bricks or bottles which are piled up on the static yellow walkway. Then press fire and push left or right to release your hastily improvised missile!

You are awarded points for every hoodlum defeated, and there are bonus lives to be earned by pelting innocent passers-by!


Number of passers-by needed to earn bonus life
The Score you have achieved so far
Number of lives remaining
Countdown timer
Number of passers-by needed to earn bonus life
District name and distance travelled
Current ammunition type
5
1950
01:35
Shockway Rider ok!
BONUS 4
BRICKS
NORTH SIDE 3

P – Practice level (keys 1 to 8)
F1 – Toggle music/effects
F3 – Pause/unpause
F5 – Quit current game

'hold down SHIFT and press RUN/STOP' method. Got that?

SUN STAR

CRL

FULL GAME

Joystick, port two, will do

Once the game has loaded, a screen appears with a pulsing grid in the upper half. If you want, you can change the colour of the grid by repeatedly tapping the space bar.

THE MISSION

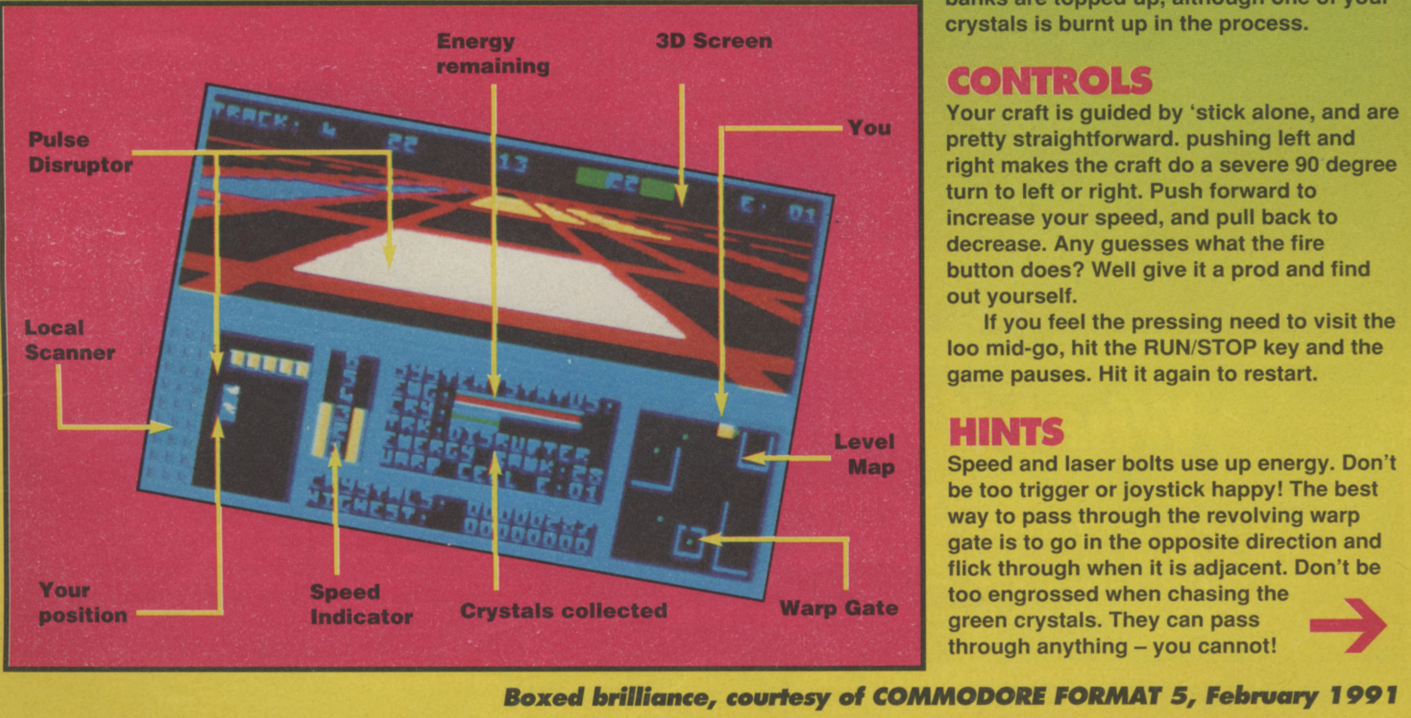
Once you've altered the colour scheme to suit, tap the RUN/STOP key and we're ready to rock and roll. At first your craft is warped into the first grid (don't be alarmed with all the whizzing around and crashing noises – that's normal).

Right. Take a look at your map screen (bottom right). This shows your location, the position of walls and the moving disruptor pulses. The idea is to track down and shoot the disruptor pulses until their energy runs out and they jump to another part of the grid. When this happens, they leave behind a pulsing green crystal. It is vital you run over this and collect it, because a) you need to collect ten crystals on each grid, and b) if you don't, when it burns out it destroys all the crystals you've collected so far. Nasty!

Also, watch out for red energy pulses which are occasionally dropped by disruptors. These can only be seen on your 3D display, so keep a sharp eye out when chasing disruptors.

Once the full complement of crystals is in storage (shown by the expanding green bar) make your way to the revolving warp gate. You must pass through the gap and then fire at the hyperwarp cell in the centre. This initiates a warp through to the next grid. Simple? Sure it is.

The hyperwarp cell can be used to refuel your craft, when its energy level starts to drop (collisions with walls and disruptor pulses will do this quite nicely thank you). Run straight over the cell and your energy banks are topped up, although one of your crystals is burnt up in the process.



CONTROLS

Your craft is guided by 'stick alone, and are pretty straightforward. pushing left and right makes the craft do a severe 90 degree turn to left or right. Push forward to increase your speed, and pull back to decrease. Any guesses what the fire button does? Well give it a prod and find out yourself.

If you feel the pressing need to visit the loo mid-go, hit the RUN/STOP key and the game pauses. Hit it again to restart.

HINTS

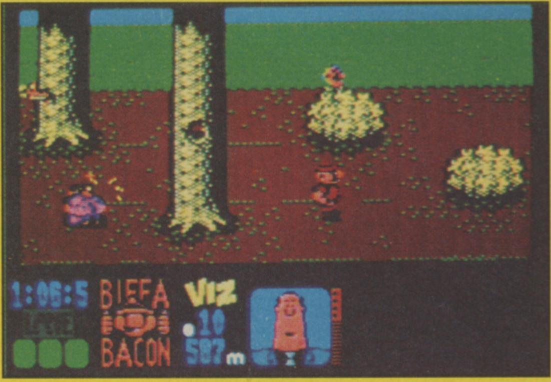
Speed and laser bolts use up energy. Don't be too trigger or joystick happy! The best way to pass through the revolving warp gate is to go in the opposite direction and flick through when it is adjacent. Don't be too engrossed when chasing the green crystals. They can pass through anything – you cannot!

VIZ DEMO

VIRGIN

Joystick port 2

Er... Tom, how'd you work this bloody thing? Ah! Hello, this is Roger Mellie here. Apparently those nice people at Virgin have given you sprogs a playable demo of the *Viz* game. You lucky sods! Here – let's have a bash. Well bugger me, even I'm in it!



Biffa (that's you) pegs it through the wood followed by Buster Gonad. Johnny Fartpants is a poop's length ahead (he's half hidden by a shrub). Keep running

Anyway, I s'pose you want to know what to do. Right, make a note of the tape counter before you load the cassette jobby. This is because some silly bleeder forgot to put a restart thingy on it. When you die you're going to have to reload the demo. Still, it's free so don't bloody moan.

You play the part of that Northern scumbag Biffa Bacon, in a race against old fartbottom and grossnuts Gonad. All you have to do is push left on your stick to start running, and push up and down to steer Biffa around the hazards. If anyone gets in your way, press fire to clobber 'em. That's what I always do. That Editor bloke wanted me to write this intro and he wouldn't let me use his computer, so I gave him a swift punch in the gob for his troubles. Little git.

Where was I... oh, yeah. When you first start, avoid that stupid nerk Roger Irrelevant otherwise Biffa just falls over a couple of times and that's the end of your go. (Tom, am I getting paid for this? No!? Well I'm off down the sodding pub then.)

NOTE – This is the censored version of the full game which includes naughty words and shagging and stuff. So, to make up for it, we've got Roger Mellie to introduce it. Oh dear...

Boxed brilliance, courtesy of COMMODORE FORMAT 5, February 1991

WARLOCK DEMO

GREMLIN

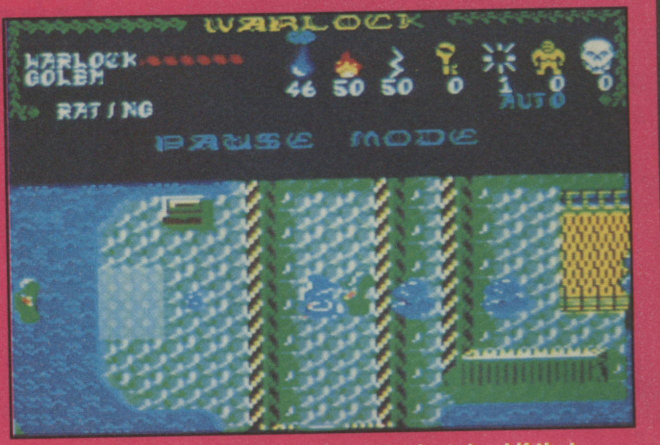
Player one in port 1, player two in port 2 and tap some keys, too

Fans of *Druid* or its sequel *Enlightenment* should be chuffed to hear of the forthcoming *Warlock – The Avenger*. This package contains the original, but slightly tweaked *Druid* and a completely new sequel which allows you to carry a character on from the first game into new adventures.

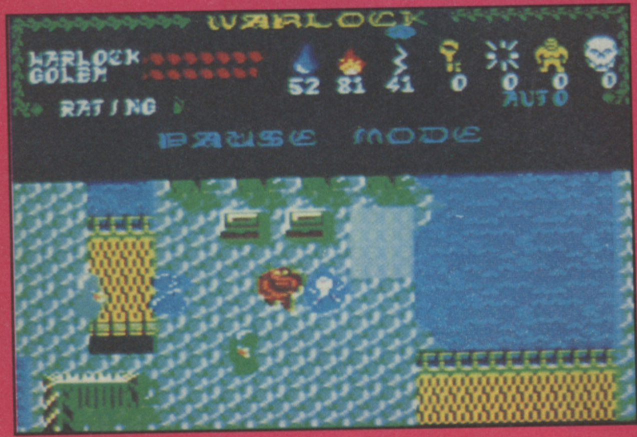
This little snippet of action, lets you wander through a *Warlock* landscape, opening treasure chests, casting a bit of magic and generally having a nice time. Warlly is guided around the place via the joystick and he casts spells with a jab of the fire button.

To begin with, you'll find yourself in an enclosure with no obvious openings – snigger! There is a hidden doorway, so have a good rummage around.

You've got to constantly watch your energy bar (that's the red coiled rope thingy on the status panel) Every time a greenie runs up and touches you, your energy drops. When it disappears, er... that's it. You're dead.



Druid is dead centre (and will shortly be just dead if that green guy can help it). The light rectangle is an energy pad



You and your Golem pal are on the look out for chests like the ones behind you and pads to keep up energy

To top up your energy, there are pale green pulsing pads dotted around. Just walk on to of one and let your bar replenish itself.

The land is mainly divided between green land, blue water and brown walls. When crossing the blue water, always take the quickest route, because water, as everybody knows, is terribly harmful and reduces your energy at a pant-dampening rate.

To open treasure chests, you merely have walk up to them. A screen then appears listing the contents including Spells, Keys, Invisibility, Chaos and the Golem. Choose one of whichever items are shown by moving the joystick up and down, and press fire to obtain it.

SPELLS – Water, Fire and Electricity have different effects on different monsters. Figure them out yerself.

KEYS – Used, in a spectacularly normal way, to open doors.

INVISIBILITY – If the monsters can't see you, they can't hurt you. Hurrah!

CHAOS – invoke this sucker and it clears the screen of all those squidgy baddies.

GOLEM – Like an intelligent multiple, your familiar follows you round and soaks up the punishment originally destined for your fleshy butt. After a while, his energy runs out and he dies, but you can pick up several during the level. He can be SENT away, made to FOLLOW you around, or told to STAY in one place. And, most lovely of all, in two-player mode, the Golem can be steered around by a chum.

That's pretty much it. You'll soon get the hang of moving around, shooting monsters and trying to stay in one piece. It's a tough cookie, but then you'll keep at it for longer won't you?

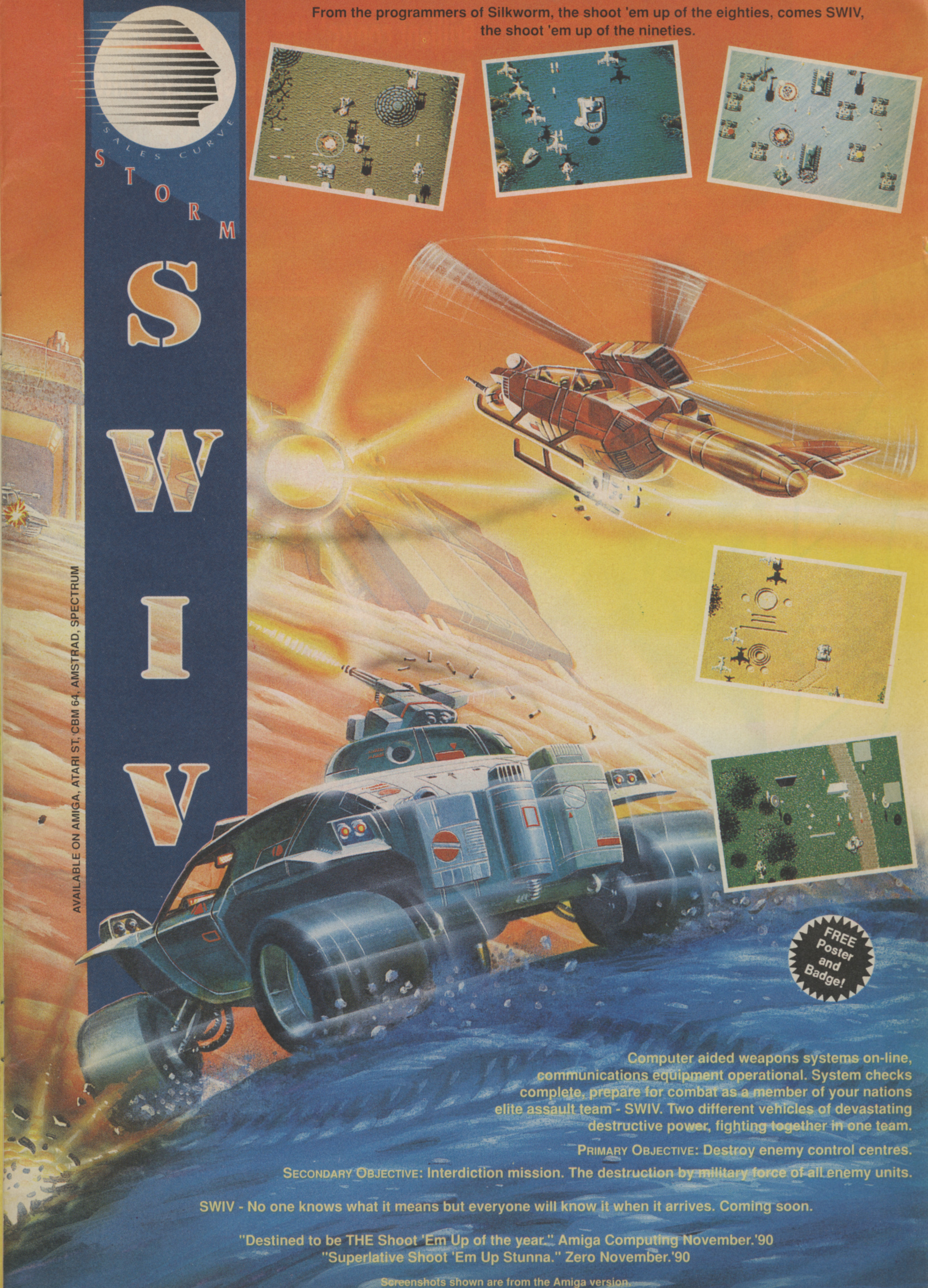
Z – Left
X – Right
?/ – Down
); – Up
SPACE – Fire spells
F3 – Cycle through spells (fire, Water, Electricity)
+ – Use key to open doors
- – Activate invisibility spell
£ – Invoke the Golem
CLR/HOME – Invoke Chaos
RUN/STOP – Pause
COMMODORE KEY – While the game is paused, the Commodore key toggles between automatic or manual Golem. Select manual and a second player can join in, guiding the Golem around and protecting the Warlock from enemy fire.

During play, the Commodore key is used to toggle between WAIT, FOLLOW or SEND modes for the automatic Golem.

What if my tape won't load?

Sometimes, just once in a while, faulty tapes find their way onto the covers of certain issues. It could happen to you. Please don't panic. We are prepared for any eventuality, including this one(*oh yeah? Ed*). So, if your tape shows no signs of life, looks like it's a gonner, anything suspicious like that, pop it in an envelope and send the rebellious recording and an SAE to: CF Tape 5 (Shockway) Returns, Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD and we'll get a new tape to you faster than you can say, "Well that was a fast replacement service." Nearly.

From the programmers of Silkworm, the shoot 'em up of the eighties, comes SWIV, the shoot 'em up of the nineties.


SALES CURVE
STORM
SWIV
AVAILABLE ON AMIGA, ATARI ST, CBM 64, AMSTRAD, SPECTRUM
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Computer aided weapons systems on-line, communications equipment operational. System checks complete, prepare for combat as a member of your nations elite assault team - SWIV. Two different vehicles of devastating destructive power, fighting together in one team.

PRIMARY OBJECTIVE: Destroy enemy control centres.

SECONDARY OBJECTIVE: Interdiction mission. The destruction by military force of all enemy units.

SWIV - No one knows what it means but everyone will know it when it arrives. Coming soon.

"Destined to be THE Shoot 'Em Up of the year." Amiga Computing November.'90
"Superlative Shoot 'Em Up Stunna." Zero November.'90

Screenshots shown are from the Amiga version.

Gazza II
02:15
Tottenham Hotspur
Financial Report
Brought forward
Wages
Ground rent
Loan repayment
Players bought
Gate receipts
Sponsorship
Players Sold
Balance
02:38
Liverpool
Tottenham Hotspur
RAZE
RAVE 91%
EMPIRE

Brilliant control, the air of excitement and fantastic playability transport you into the atmosphere of World Class Soccer.

- Featuring the 40 Top Teams in Europe!
- Play Sunday League up to International!
- Pick your Team from the squad!
- Decide your Formation!
- Each Player with unique Characteristics!
- Man to Man marking!
- Corners, Free-Kicks, Tackling, Penalties, Throw-ins & Goal Kicks!
- Swerve, Chip, Drive & Cross!
- Multi-directional scrolling!
- Injuries and Bookings!
- Variable Pitch Surfaces!
- Variable Wind Speeds!
- Full management section for up to 16 players!
- Versatile tactics editor adds a whole new dimension: be the player, manager and coach!

Amiga screen shots shown
Features taken from Atari ST
and Commodore Amiga versions
Features may vary
depending on format

Gazza II - the football game that will have you playing until the next World Cup!!

EMPIRE SOFTWARE, 4 THE STANNETTS, LAINDON NORTH TRADE CENTRE, BASILDON, ESSEX SS15 6DJ. TEL: 0268 541212.

Look no further if you want to fathom Commodore Format's radical ratings

WE'VE GOT THE POWER!

Who reviews the games in COMMODORE FORMAT? Why are the review pages littered with cryptic cartoon drawings? Just what is a Corker? And what strange animals do those frantic Cruiser bruisers who test the games most closely resemble? Read on and all will become clear...

1991 is the Year of the Goat. Important or what? We think it is. Our reviewers have acted accordingly and started behaving like animals. (*Started? – Ed*)

STEVE JARRATT

This photo of our editor is slightly out of date. As you can see, it was taken way back in the time when 'Old Grizzly' still had some hair. And we're pleased to inform you that his cold has finally cleared up. But he's still got this strange habit of scratching his left ear with his hind leg... er and eating people from the office at random. Yes, we're going to have to talk him out of that.

SEAN MASTERSON

Actually, Sean isn't quite as colourful as this but he is an urchin. He also lurks in gloomy corners and doesn't say much. It has to be said though, that it's remarkable how a sea creature like this and a sub-ed like SM share the same hair style. Not that this helps us much. Have you ever seen an urchin try to type? Exactly.

ANDY DYER

No. This photo is a mistake. Six quid is what Andy gets paid. He doesn't actually look like sick squid. Hang on a moment though. Cor blimey, there is a resemblance – his ability to turn transparent, almost invisible, whenever he's disturbed by the arrival of new software – it's uncanny. Sea, food for thought.

GORDON HOUGHTON

Gordo is the most vicious and bloodthirsty reviewer ever to rip the cling wrap from a game box. The mere sight of him strikes terror into small children and software houses. Don't let his appearance deceive you – the man is a lean mean... er... small furry animal. Watching him tear into an unsuspecting lettuce is enough to put you off your dinner.

KATI HAMZA

The things about Koalas is that the food they like most (eucalyptus leaves) gets them drunk. No, that's not what makes them like Kati. What is it, then? Their arboreal tendencies? Perhaps, although she assures us that she's broken that habit. The name 'koala' is an aboriginal word meaning 'no water' because it was once thought that the marsupials didn't drink. Hmm, this photo *is* totally inappropriate.

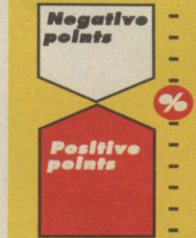
CONSOLE COMPATIBLE Yum Yum! CART GAME

CONSOLE OWNERS!

Whenever you see this logo you can be sure the game is compatible with the C64 AND the C64GS console!

Commodore Format's review system is sublime in its simplicity: not for us half-baked ratings which no-one understands. Listen, it's really simple. Each review is mainly made up of a beautifully detailed explanation of the game. Reviewers express their opinions when writing this bit but they summarize the main points (good and bad) at the end.

CF RATINGS



When you get to the end of a review you see on of these (eyes left). This is a Powermeter and in it are all those summarized good and bad points about a game. Think of it as a well which is filled up by good points and emptied by bad ones. The better the game, the more good things a reviewer has to say, so up goes the red bit. Bad points push it down again. Where the two parts meet, we put the rating. The highest rating would be 100% (if we had nothing bad whatsoever to say about a game) and the lowest would be 0% (if we had nothing good to say about a game). You can tell how good a game is at a glance.

It's a Corker!

If it's a really, really good game and it gets over 90% it's a corker! And if you don't go out and buy it, you're plain stoopid. Okay?

ICONS

To make things nice and easy, we've knocked up some 'tell-at-a-glance' icon thingies so you can tell at a glance what standard features each game contains. They are:

FACE – Number of players: the more heads, the more players there can be.

KEYBOARD/JOYSTICK – Control: keyboard, joystick or both.

MOUNTAINS – Tell you that you can choose different difficulty levels.

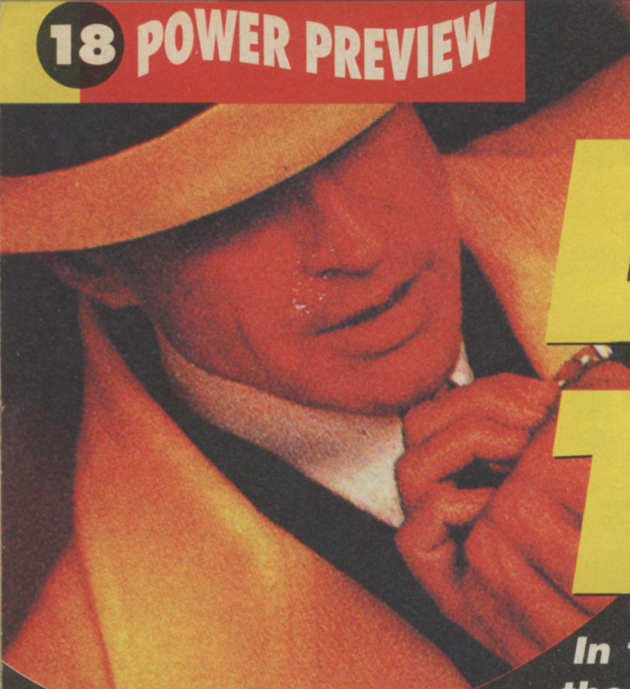
OCTOPUS – Multiload: if the octopus is here, the game's in bits.

GOALIE'S SHIRT – Save option: if there is one, it gets the goalie's shirt (bit dubious, that one).

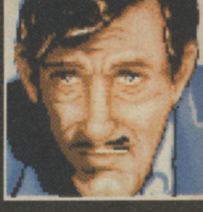
BLOCKS – This means you get the chance to gloat by putting your name in a high score table.

PAWS – Yep, there's a pause mode (groan).

America's greatest detective is o



DICK TRACY



'BIG BOY' CAPRICE

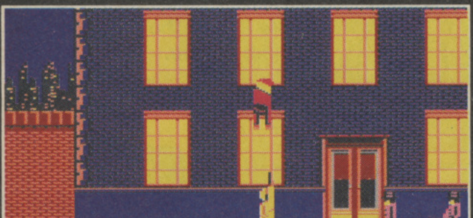
In 1931 Dick Tracy first stepped onto the cold sidewalks of Manhattan and began stamping out crime wherever it raised its ugly head. Now, 60 years later, Disney bring the plain clothed detective's talents to a wider audience on the big and small screens...

EARLY SPECIAL WARNING!

Dick Tracy is the brainchild of some artist blokey called Chester Gould, who's first comic strip was syndicated in US newspapers waaaaaaaay back in October 1931. The adventures of Dick Tracy became an instant hit, portraying crimes, violence and police detective techniques with exciting realism.

Dick – like the super heroes that would soon follow – had his line of 007-style gimmicks. As well as his characteristic yellow Trilby and trench coat he also boasted a two-way wrist radio, which would later develop into a two-way wrist TV and wrist computer.

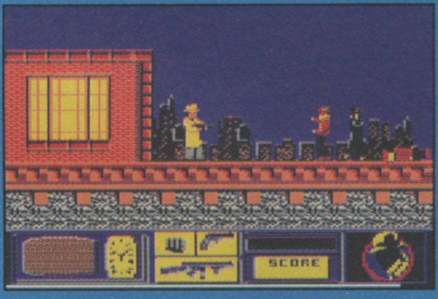
His villainous opponents were larger-than-life with twisted minds and even more twisted features, and the blend of mystery and suspense with cleverly crafted plots proved incredibly popular with its American audience. Even today, some of these shows are re-run on all-night American tv.



The bad guys take every opportunity to attack Dick – and they don't move in one at a time

The success story soon grew too large to be contained within the pages of newspapers and spilled out onto celluloid: within five years of the first comic strip, Dick was headed for Hollywood. Dick Tracy serial cliff-hangers were soon appearing in Saturday morning cinemas clubs across the States. About a year later, Dick was thrilling the masses with his serialised radio shows, broadcast on the NBC RED network. This mammoth success was also mirrored in the

DICK TRACY – THE GAME



The flick-screen adventure consists of several levels made up of interior scenes. Dick has to reach them from the streets

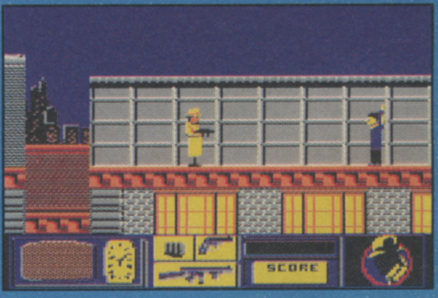
Disney's *Dick Tracy* game is set in 30's Manhattan, as Dick sets out on the trail of Tess Trueheart. Kidnapped by Big Boy Caprice's men, she's trussed up like a chicken and held somewhere in the city – but never fear: Dick's on his way!

Dick has to make his way through different areas of New York, including city streets, bars and hotel interiors and the tops of skyscrapers, shooting thugs and arresting hoodlums as he goes along.

At first, Dick has to make do with liberal helpings of fisticuffs to fend off the bad guys, but as he shortens the distance between him and his loved one, a pistol and finally a sub machine gun can be collected. And just to make sure he doesn't end up clubbing baddies to death with the lumpy end, there's plenty of ammo around to be picked up.

As you'd imagine, Dick has plenty of opposition, what with gangsters taking pot shots at him, not to mention snipers dangling from windows, and hoods driving past in cars and chucking petrol bombs!

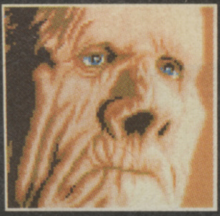
Once Dick has managed to reach the baddie at the end of each round, he has to plug him with a couple of shots before the gangster waves the white flag. At this point the local constabulary arrive (just out the nick of time) and wheel said baddie off for instant incarceration.



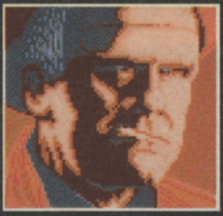
Obviously, there are some people in the game who have a vested interest in seeing that Dick don't make it inside

There are five main levels to this rescue mission, each of which is 10-15 screens in length. Each screen flicks into view as Dick leaves the last, and Tracy is under a time limit to find and defeat each head gangster, putting him one step nearer his goal – the liberation of Tess!

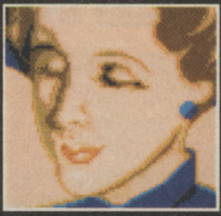
on the case and the case is on your 64



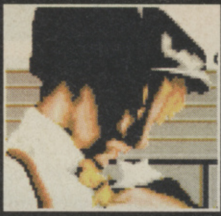
PRUNEFACE



THE BROW



TESS TRUEHEART



JUNIOR

forties when Dick's exploits blasted from a million radios across Britain.

The Teenage Turtles – amazing though it may seem – did not invent the concept of merchandising. As early as 1932 Dick's hook nose and square jaw were gracing button badges on kiddies throughout America. As the publicity machine kicked into gear, a stream of Dick Tracy paraphernalia became available, including pop-up books, comic book anthologies, colouring books, miniature lead figures and of course, detective toys such as handcuffs, TV watches, police badges and guns. The most popular, of these, proved to be the 'Dick Tracy Automatic Police Station Complete With Squad Car'. Wind it up, press the button and the green tin doors fly open releasing a high-speed patrol car with Dick Tracy characters embellished on the sides! That toy is now a collector's item. Indeed these nostalgic toys are still so popular many of the original products are being re-manufactured today!

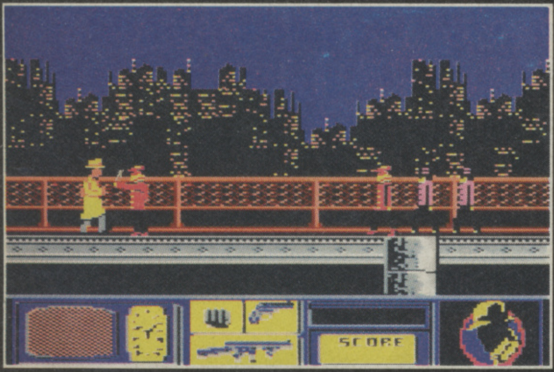
The two-way wrist radio

This fantastic piece of kit is still years ahead of its time – maybe one day, though...

To stay on the cutting edge of criminology, Tracy employed the latest advancements in technology. In 1946 he was issued with a Smith Industries' two-way wrist radio, enabling Tracy to keep in contact with the Police Headquarters at all times.

This progressed in 1964 to the two-way wrist TV so visual data could be made accessible to Dick, any time, any place.

However, the most recent development came with the atomic-powered wrist computer, which maintains constant links with the main computer at HQ, and provides almost instant fingerprint, licence plate and firearms identification. It features a built-in lie detector, a small probe for chemical analysis, a homing device so Tracy's location is known at all times and a heart-beat monitor to act as a warning signal. With its small colour LCD display, the device still acts as a two-way TV, and it also tells the time!



If you've got the makings of a good detective, you'll keep an eye open for weapons and ammo. It's a dirty job but someone's gotta do it

Dick's popularity took another step towards world domination with the release (and no doubt sequelling) of the Disney movie last year. Starring and directed by Warren Beatty, the movie followed the style of the comic strips with colourfully lit scenes and wonderfully over-the-top characters. All the strip's personalities appear, including Dick's fiancée, Tess Trueheart; Junior, the street-wise kid befriended by Dick and Tess; plus Police Chief Brandon. A few top-name stars and several buckets of latex rubber also brought head honcho Bad Boy Caprice and his cronies Flat Top, Prune Face and Mumbles vividly to life on the big screen.

Among all the old favourites there was the shapely form of Madonna's Breathless Mahoney – Big Boy Caprice's girlie chum and Dick Tracy fancier. But she can't steal Dick from Tess. The plot is long and convoluted, but suffice it to say that the gangsters get their asses kicked, Breathless Mahoney cops for it (moonlighting as 'No Face' the evil gangster assasin) and Dick triumphs against terrible odds and a fairly naff ending (it has to be said).

And so to the game itself. Based on a sub-plot of the movie, it places you in the role of sharp-shooting Dick as he attempts to rescue his beloved Tess Trueheart from the grip of Big Boy and his men. The actual game just missed out on it's scheduled christmas release date, but should be with us early in the new year!

IT'S COMPO TIME!

To celebrate all this wonderful Dick Tracyness, Disney Software have have lined up a rip-roaring competition to give away a mere 90 Dick Tracy-related prizes. Zowie!

10 first prize winners will collect a stunning package of goodies, containing a copy of the *Dick Tracy* game, Dick Tracy video, T-shirts, mugs, watches and alarm clocks!

And as if that wasn't super spiff and ticketty-boo enough, they're also giving away another 20 runners-up prizes of copies of the *Dick Tracy* game. Double zowie! Have these people got no sense?

Fancy your chances of trogging off with the swag? Well, we're not giving away several hundred quids' worth of loot without a fight. All you have to do is make like Detective Dick and solve the following mysterious murder...

The door swings open. There, silhouetted by the glare of sunlight that cuts through the dusty hall, is the yellow-coated figure of Dick Tracy.

A street cop is crouched over a body spread-eagled on the floor. It's a man, and he's quite quite obviously dead: eyes wide open, his skin oddly pale, and a dark red patch of dried blood caking the front of his shirt.

"Beats me," says the beat cop, straightening. "The door was locked form the inside, there's no scene of a struggle, and...," the cop pauses looking embarrassed.

"Yes?" says Dick.

The cop's shoulders shrug: "Er... well it looks like a bullet wound, but we can't find a bullet. And the people downstairs have been in all day – they haven't heard a sound."

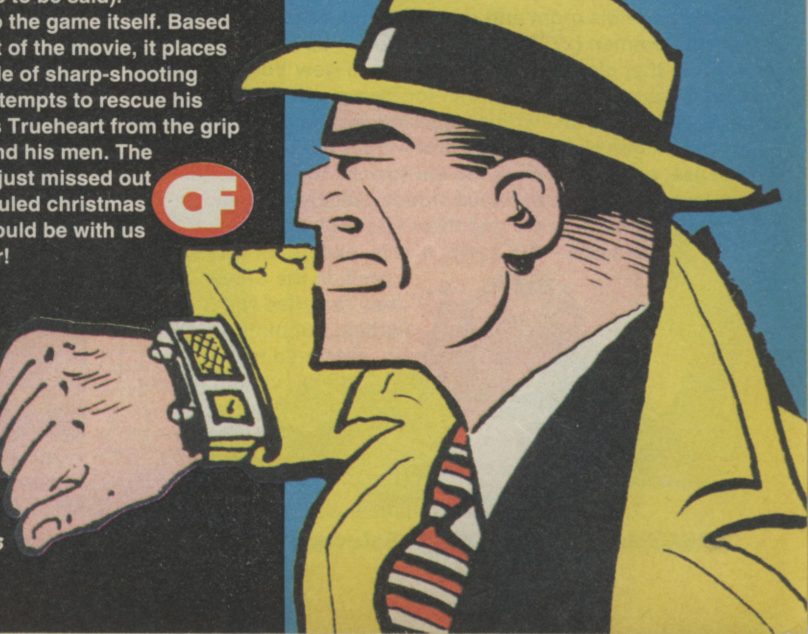
Stepping over the still body, Dick walks to the window. It was a warm day in the city, the windows were open as far as a man could see. But the apartment was cheap – even with the panes removed, the windows would have been too narrow for anyone to have escaped through them.

Across the street lies another tenement block such as this. Again, dozens of gaping windows, all trying to let in as much cool air as possible.

Dick steps back to body, when a tiny glint catches his eye. There, next to the dead man's chest, lies a small pool of water. Dick has solved the crime – all he needs to do is find the right man.

Oooh! Tricky! Right, get your thinking caps on and solve the crime – it's actually quite easy if you think along the right lines. Jot your answer on a postcard or sealed envelope and mail it to: Cold And Stiff Compo, *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

Get you reports filed by 22 of February or the kid gets it. And, yes, we do mean Andy...



Chester Gould's atmospheric drawing of Dick Tracy from one of the original comic books introduced America's greatest detective

TEENAGE HERO

A Turtles computer game is the last merchandising to be made. So now it's here, the question has to be: is this the bodacious foursome's finest appearance to date or have we been fobbed off with an expensive farce? Read on, dudes...

Imagine a thing: a thing that swims around in the stuff that you normally flush down the toilet. A thing that weighs 500lbs, smells like a sewer, is crammed full of pepperoni pizza and grins at you with big yellow teeth. Would you want a creature like that crawling over your pyjamas, sloshing about in your cereal, shouting 'Cowabunga!' in your lunch box and dripping sewer-slime all over the outside of your socks? The answer of course is yes. We all would (just don't ask anybody why).

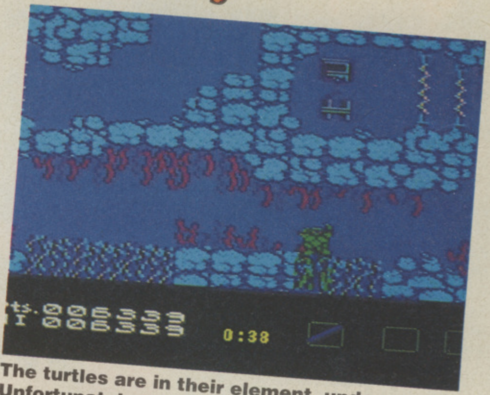
By a bizarre coincidence 'why?' is exactly what April O'Neil said when the evil, turtley nasty, all-over bad guy Shredder kidnapped her and demanded she join his dreaded Ninjitsu Foot Clan. Did her friends, the bodacious foursome, flip their shells? Nope, they sharpened their Sai, tightened their belts and vowed to find her, thrash Shredder, nab his Life Transformer Gun and turn their rodent buddy Splinter into the man he used to be – no matter how many veggie pizzas it costs.

Now you don't have to be 6 feet tall, radioactive and green all over to tell that this isn't going to be easy. Equipped with Nunchucku, Sai (sai what?), Katana blade and Bo (don't know diddley?) they begin their quest in the places they know best: the sewers of New York. Basically this involves running around the city streets, avoiding some jerky trucks and the dreaded blobby blue people before ducking into the odd manhole cover or warehouse entrance to dish out more mutant punishment within.

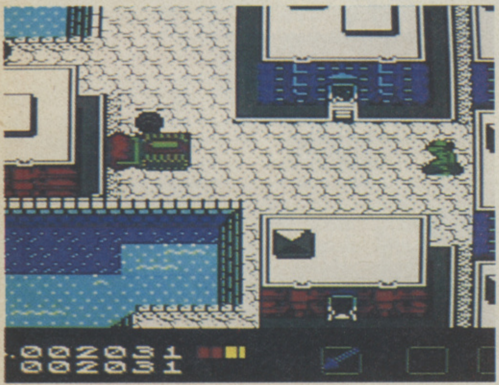
> They fly around, they wobble towards you and they buzz viciously

The guys around here aren't the sort you'd lend your fluffy turtle slippers to. They fly around, they wobble towards you and they buzz viciously in to attack. One touch and you start feeling sick; too much bodily contact without proper precautions and your health hits zero. Use your radioactive jumping ability or pulp the critters first, before they do it to you.

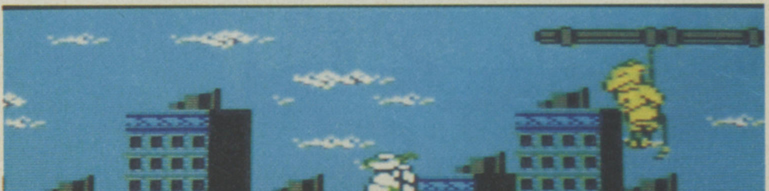
Rescuing April isn't too difficult and after that it's breaststroke time (oo-er!). Nasty old Shredder has planted waterproof bombs underneath the city and you've got to paddle through a labyrinth of electric gates, polluted jellyfish and sucking seaweed to defuse them all before the time runs out. This is one of the better-looking sections and comes as a welcome break from the platform levels.



The turtles are in their element, underwater. Unfortunately this one has been trapped by the baneful weed. Forgive me if I snigger



Half the time the game is played out on this viewed from above maze. A route through must be found taking care to avoid those trucks

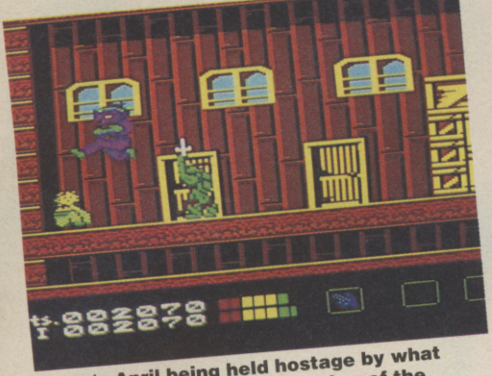


Turtle on a hot tin roof. This is your second major task. Splinter the rat has been bound and gagged by this white enemy turtle, kill it and your lifelong friend and mentor can go free. But that, dear chap is by no means the end

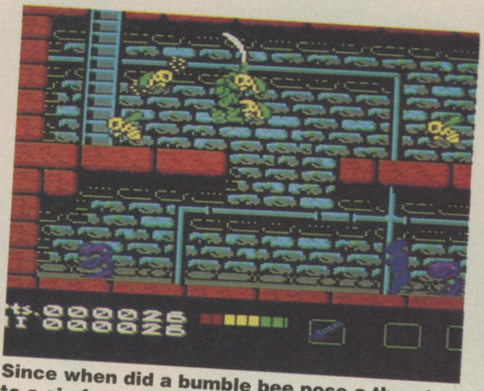
Shell shocked

The names of Leonardo, Raphael, Donatello and Michelangelo's mom and dad are Peter Laird (36) and Kevin Eastman (27). Inspired by stories about news reports that giant turtles were living in New York's sewers they dreamed up the fearless foursome and turned them into a comic strip – with staggering results. The film raked in 100 million dollars in the first month of its American release, and within days the tea-towels, the shirts, the underwear and the exercise videos quickly followed.

Over here we met them later but we love 'em just the same – the same, that is, except for one small detail. In the States they're called Ninja Turtles, but ninja was considered a tad too violent for our sensitive European ears. Hmm...



There's April being held hostage by what looks like a large purple member of the Royal Ballet. Attack from behind to survive



Since when did a bumble bee pose a threat to a six foot armoured turtle? Actually, one swift swipe of your Katana sees them off

Turtley dry again, you find yourself hunting around buildings and sewers for missiles and cannon. These goodies are used to equip the Party Wagon (parked nearby) which you'll need to blast through all the barriers between you and Shredder the Turtle be-header. Survive that and you're ready to enter the actual building where Splinter is trussed up and prepare for the final confrontation with the incredibly vile Shredder.

You only control one turtle hero at a time, though by accessing the info screen you can switch between them at any time. This is to exploit their various fighting abilities, though they're actually not all that different (except that Michelangelo is a bit of a wimp).

Need help? Then grab one of the handy icons casually lying about. Pizzas boost energy, boomerangs invoke temporary invincibility, and shuriken or kiai are good for kicking ass.

Turtle soup

- Turtles, like tortoises, are chelonians, an order of reptile distinguished by a horny shell and horny beak.
- The largest living chelonian is the Leatherback turtle which measures between 1.83 and 2.13m from beak to tail and 2.13m across the flippers.
- Most museums don't like exhibiting dead turtles because they can drip oil for up to 50 years.
- The oldest recorded turtle lived for 58 years 9 months and 1 day. It was killed accidentally.
- The fastest recorded speed of a turtle (frightened) in the water is 35km/h.

Despite the average graphics, vague collision detection, crap animation and generally poo programming, *TMHT* is moderately good fun. The task is divided between several large and varied levels, and the well structured tape system ensures that the multiload blues are kept to a minimum. With nicely graded difficulty and a smooth control method, even the youngest Turtle fans should be able shred Shredder no problem!

KATI

E MUTANT TURTLES

Game	**Teenage Mutant Hero Turtles**
Maker	**Image Works/ Konami**
Cassette	**£12.99**
Disk	**£16.99**

POWER RATING

THE DOWNERS...

- Ropey collision detection creates a shoddy feel
- Graphics generally blocky and lacking in detail
- Poorly programmed overall
- Tinny in-game tune

100

70%

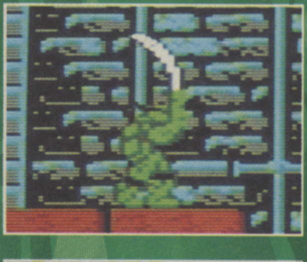
0

- Forgiving control method makes play nice and smooth
- Different weapons add a bit of spice to the combat
- Extensive and complex area to battle through
- Well graded difficulty – even younger players can progress
- Useful save game and continue options
- A variety of game-styles: swim, drive and fight
- User-friendly multiload – even on tape

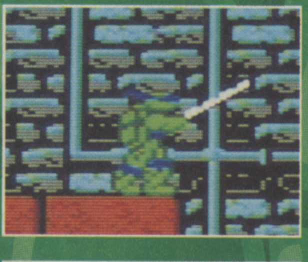
...AND THE UPPERS

Heroes in a half-shell

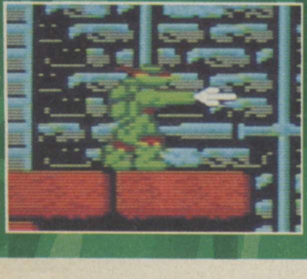
The fearsome foursome all have their own brand of oriental weaponry and ninjitsu skills. Learn where each turtle's abilities lie and you'll stand a better chance of using them more efficiently in the forthcoming battle with Shredder!



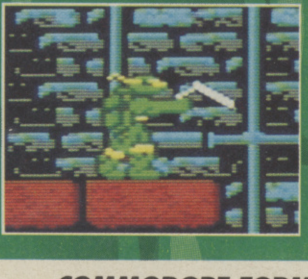
LEONARDO
Leo strikes a dashing pose with his flashing Katana Blade. This mighty ninja sword is a mean argument ender!



DONATELLO
For some long-distance combat, Don's yer man... er... turtle. He waves the Bo around, which is Japanese for 'stick'



RAPHAEL
With a glint of sharpened Sai, Raf leaps into battle. This small hand-held weapon looks like a three-pronged gardening fork



MICHAEL-ANGELO
Mike's favoured weapon is the Nunchukus – basically, two sticks joined in the middle with string

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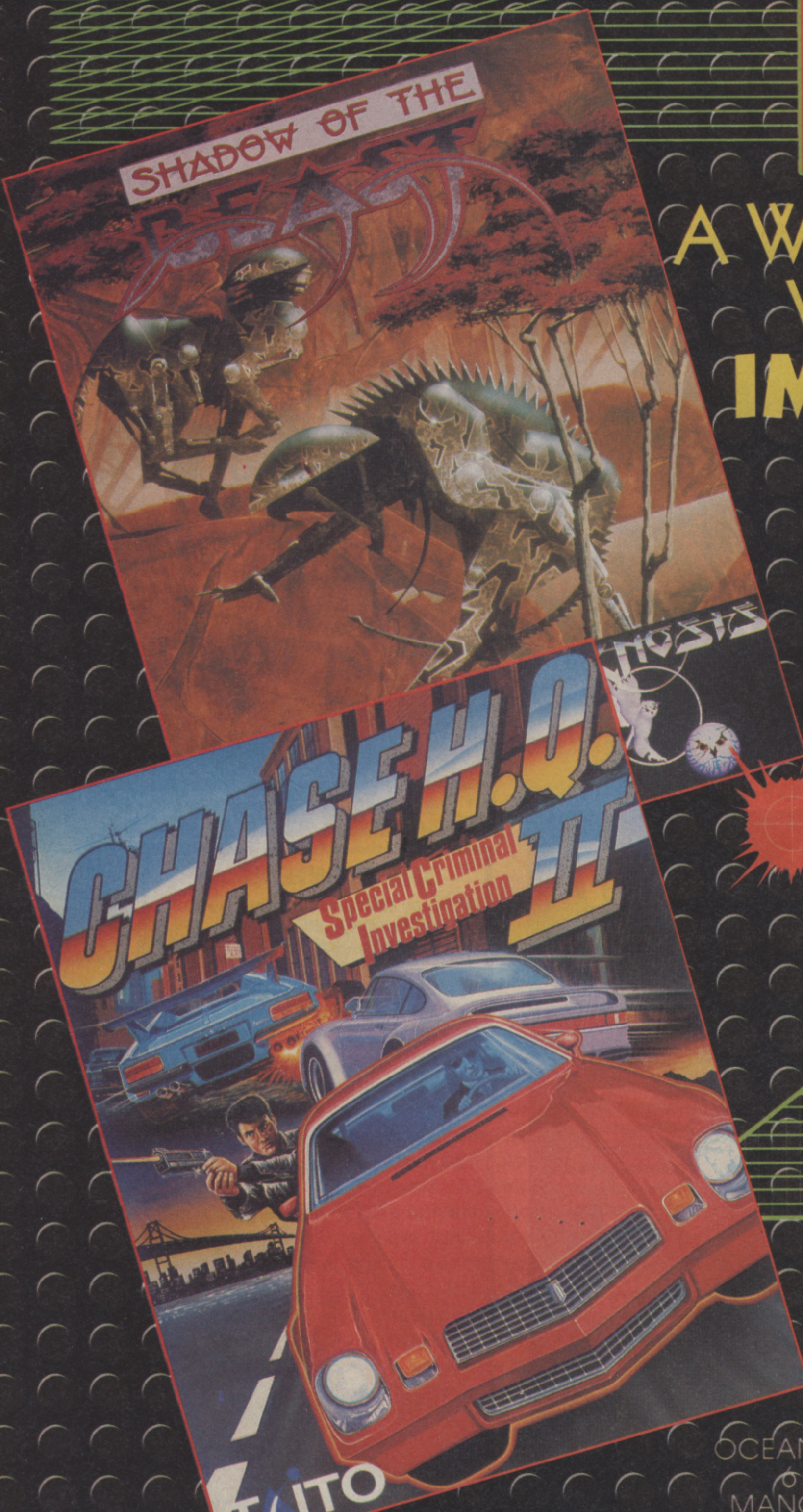
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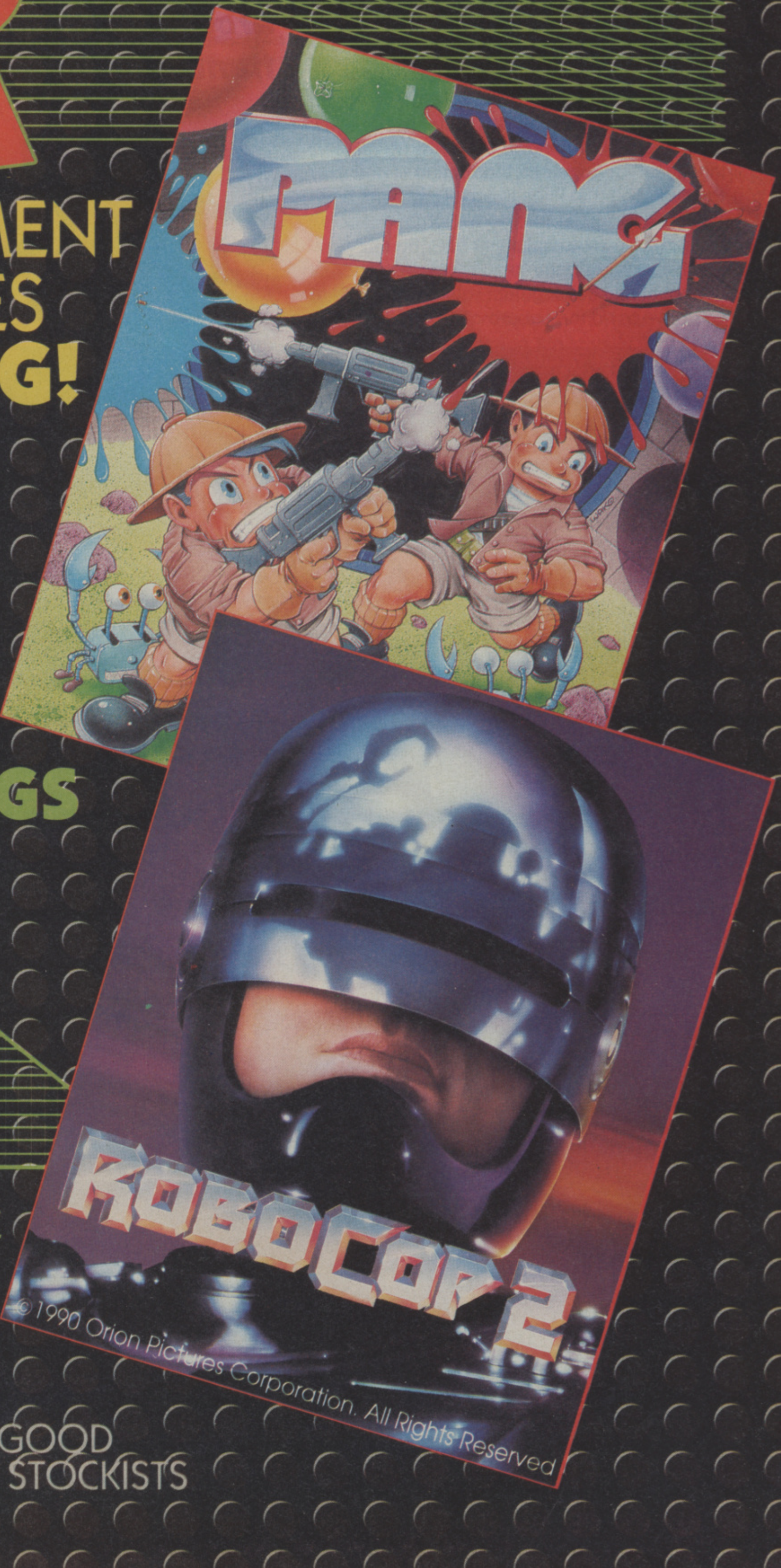

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AILABLE ON CARTRIDGE BECAUSE THE
IS THE ONLY WAY WE CAN MAKE 'EM.

FROM ALL GOOD
SOFTWARE STOCKISTS

You've got a problem with pests, you say. Well, exterminators aren't what they used to be, at least not the kind that come from Audiogenic. Instead of a guy in a white suit carrying a backpack full of bug killer, the big A send around... Well... They send around a large floating hand. Ahem...

It's a Corker!

EXTERM

Prepare to enter the incredibly weird zone. I don't know what the author of this game was taking when he wrote it but you've gotta hand it to him, he certainly has a knack for the original. Read on, and ponder the mysteries of the human mind…

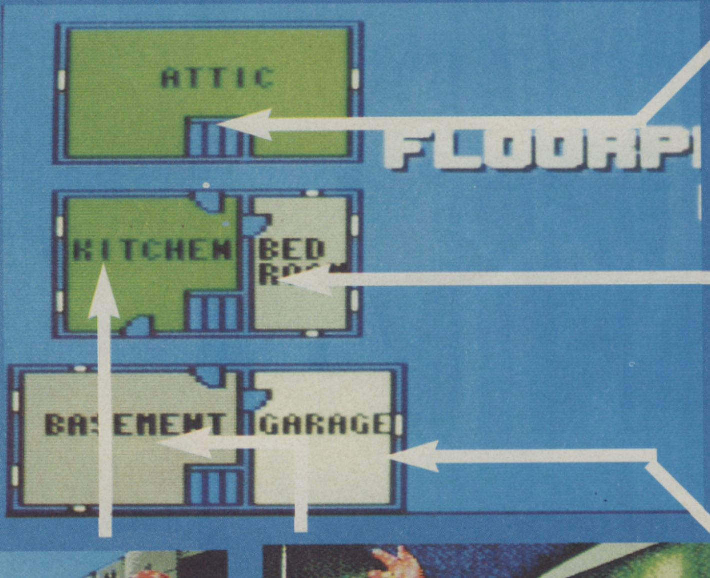
A small leafy suburb of Chicago is having a bit of a problem. The houses in the area have been overrun with mutant insects. In fact the situation has become so bad that even drinks cans and children's toys have come to life and started attacking the residents. So, as they usually do in these situations they call for… The Exterminator (da da daaah!).

Now you've got to feel sorry for the poor people who live here: not only do they have to learn to cope mentally with a supernatural pest problem, but when the Exterminator turns up, blow me if he isn't just a hand. No torso, no head, no limbs, nothing. Just four fingers, a thumb and the fleshy bit that joins them all together. Still, if he can do his job properly, who's complaining?

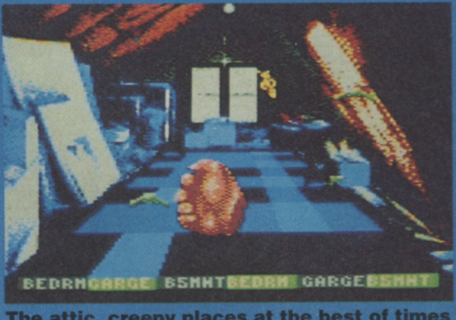
This bizarre game places you in control of this floating mitt, with which you have to rid the suburb of insec

REPELLANT ROOMS

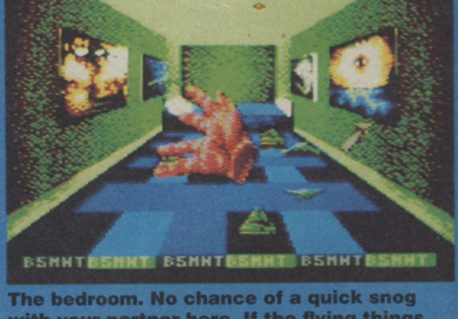
The Chicago equivalent of Brookside is being bugged, by bugs. There's only one person man enough for the clean up job and he's not a man at all, he's a hand, yes just a hand but a hand with a purpose for he is The Exterminator. CF gives you an insight into what awaits this poor soul



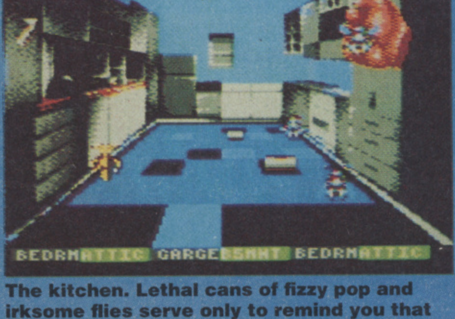
This is the leafy Chicago suburb that you, as the mighty exterminating hand must clean up. You start the task in the house at the bottom right of the cul-de-sac and must slowly work your way around in an anti-clockwise direction. Each house contains five rooms, all of which need clearing before you move on. Displayed here are all the rooms in the first house just to give you a taster of things to come, should you buy the game, that is



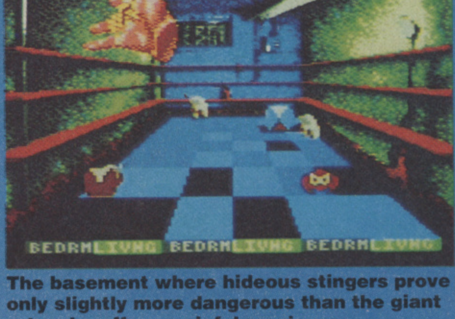
The attic, creepy places at the best of times but rendered even creepier here by the presence of huge spiders and flying, er... things



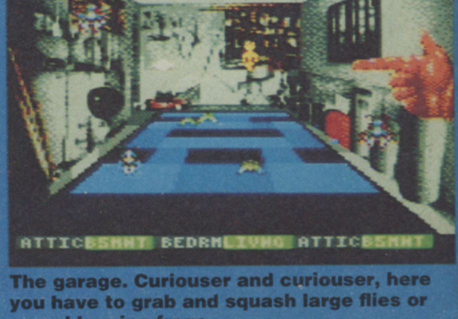
The bedroom. No chance of a quick snog with your partner here. If the flying things don't get you, the animated tanks will



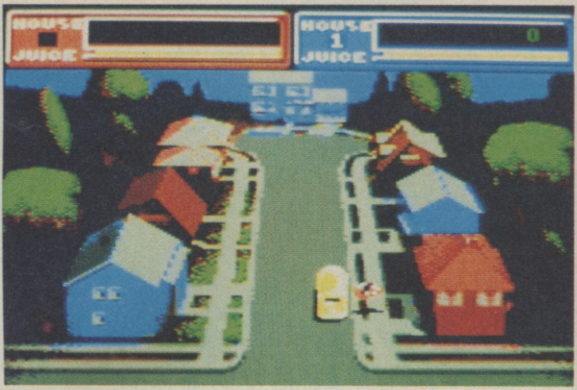
The kitchen. Lethal cans of fizzy pop and irksome flies serve only to remind you that you are today's dish of the day



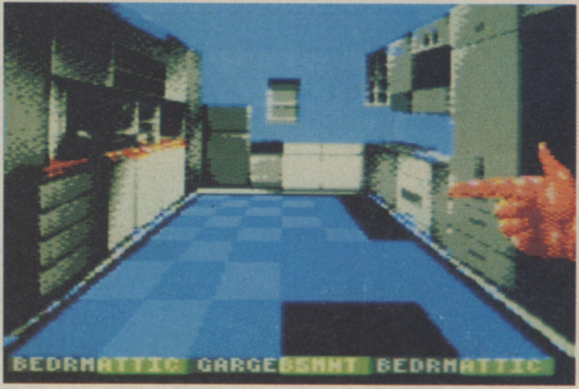
The basement where hideous stingers prove only slightly more dangerous than the giant rats who offer a painful manicure



The garage. Curiouser and curiouser, here you have to grab and squash large flies or pound leaping frogs



Screech, clunk... ding dong. Is this the house with the pest problem? Sorry? Oh I see, they're all infested and I'm the mug who has to sort it out. Fine. Good day to you



Oh look an empty room, er, this is what it looks like when, um, you've, er, completed one of the ah, screens. Psst! Who chose this god-awful screenshot anyway?

INATOR

toid marauders by grabbing and squashing them or pounding them to death with a fist. The game is played out in the rooms of the victims' houses so it's off to bug the bugs.

First there are the flies: these do no harm at all and are positively begging to be squished in your palm. Then come the dragonflies, also harmless but far more difficult to get hold of. Next are the horse fly-type thingies who, if left uncrushed for too long, whap out their stingers. Contact with these causes your hand to throb and some life 'juice' to disappear. As the stings take their toll a small juice meter lets you know when it's time to use another of your eight credits.

> Just four fingers, a thumb and the fleshy bit that joins them all together

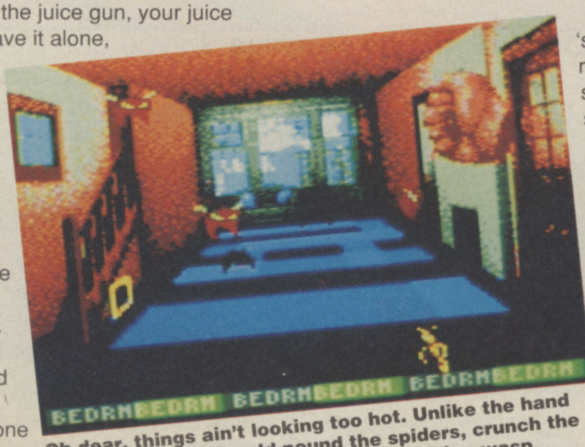
In any single room, only one type of these buzzing beasties appears but you also get to meet all sorts of random pests, such as a wasp with a powerful sting and the juice gun which flits from one side of the room to the other. By grasping the juice gun, your juice level increases; leave it alone, though, and it eventually fires its fizz at you.

That's the airborne stuff over with, now onto the floor-based attackers. Toy tanks trundle slowly to the front of the screen, and take pot shots.

Coke cans and spiders merely plod across the floor to distract you while one of the other nasties knees you in the lifeline. And finally, here come the leaping frogs, how cute they look hopping down the screen towards you... then – CHOMP! You've been bitten by the chomping frogs of suburbia.

A large range of moves is easily carried out. This proves very handy (groan!), so you need never worry about being all fingers and thumbs (aargh!) during a game.

The eight joystick clicks move the main sprite around the screen and as soon as a pest approaches the palm of your hand, pressing fire grabs and squashes the pesky fellow. When the wasp pitches on your hand, rotating your stick frantically wafts it away giving you a minute or two before he launches another manic attack on your beleaguered pest controller. To get rid of a carpet crawler, position yourself above the tile it's approaching, pull down on the stick and press fire. This 'pounding' and proves effective against rats which leave a grey splat mark on the floor.



Oh dear, things ain't looking too hot. Unlike the hand in this shot, you should pound the spiders, crunch the flying stingers and waft away the annoying wasp

Finally onto 'shooting'. When moved to a far side of the screen the hand points its index finger. Pressing fire releases a volley of shots.

There are six houses in total, each containing five rooms. The aim is simply to complete each room in turn before moving onto the next house. A room is deemed to be finished with once a whole line of floor tiles has been changed to the same colour. Every time you pound or shoot or crunch an opponent, it drops to the floor and alters the colour of the tile it lands on. The next tile along then slides to the fore, so you can do it again. The trick is to concentrate your debugging efforts above a single strip of tiles while avoiding the more potent attackers.

The graphics are superb: the bugs are very bug like and nicely animated while the hand itself is beautifully presented, especially when it throbs. The backdrops too are excellently drawn. Sound is up to scratch with various spot effects and a thumping rendition of 'Flight Of The Bumble Bee'.

And playability? Heaps of it. Apart from the dodgy shooting, and the initial difficulty in mastering the grabbing manoeuvre it all becomes very addictive. If this is what Audiogenic can do with their first coin-op conversion I can't wait for their next offering. Give them a big hand. (*That did it: the review ends there. Ed*)

ANDY

Game	**Exterminator**
Maker	**Audiogenic**
Cassette	**£9.99**
Disk	**£14.99**

POWER RATING

THE DOWNERS...

- Movement difficult initially

100

91%

- **The digitised backdrops ooze atmosphere – the overall feel is weird and wonderful**
- **The bugs are effective**
- **The hand is realistic and at times comical**
- **The moves are great, each one is well animated and serves a different purpose**
- **Each pest, has a different mode of attack making the overall challenge much more varied and interesting**
- **The gradual increase of difficulty is just right, making you want to get that little bit further**
- **Buzzy soundtracks add to the panicky atmosphere**

...AND THE UPPERS

0

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Frames in February holiday shock!

ROGER FRAMES
buys
Budjit Games

True to Roger's now infamous tight-fisted style, he's recently gone on an out-of-season holiday to Westward Ho. Still, sandcastles aren't easy to build when there's a gale going on and thirty foot waves are crashing on to the beach, so he's managed to take some time to look at the latest budget releases

Ah, the smell of the salty sea air, the crashing of the waves and the refreshing sound of light rain 'pon my fluorescent windbreak. You can't beat a short break away from it all, especially when it costs no more than half a dozen fresh cream slices and a bottle of Dandelion and Burdock (which incidentally is exactly the bribe I used to bag this bargain break from the young lady down at Briney's Bargain Basement). And what better way to fill the lulls in all this excitement than to give sound advice to all the loose-walleted wasters out there. When you're ready Mr D, and don't make it sound too good will you?

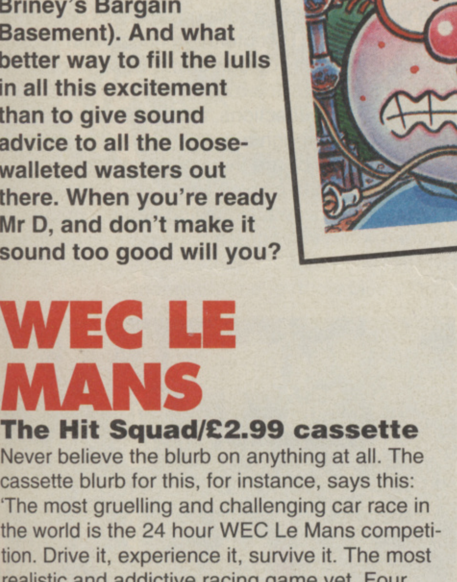
WEC LE MANS

The Hit Squad/£2.99 cassette

Never believe the blurb on anything at all. The cassette blurb for this, for instance, says this: 'The most gruelling and challenging car race in the world is the 24 hour WEC Le Mans competition. Drive it, experience it, survive it. The most realistic and addictive racing game yet. Four dramatic laps must be completed to stay the course with 3 checkpoints to pass on each lap...so buckle up and burn rubber.'

I say this: The most gruelling and challenging car race in the world is the 24 hour WEC Le Mans competition. Drive it, experience it, survive it. The least realistic and most annoying race game yet. Four bland laps must be completed (if you've nothing better to do) to stay the course with three forgettable checkpoints to idle past on each god-awful lap. So buckle up and burn rubber. Then, realise your mistake, pull to a stop and promptly unbuckle again.

It may sound a bit harsh but this really is pretty poor. The graphics are dull and give no feeling of travelling at speed. The control of your car is also poor – it conveys no realism at all. Above all, it's annoying. One touch of an opponent causes you to fly through the air for no particularly good reason. Even at budget price there are far more acceptable offerings than this.

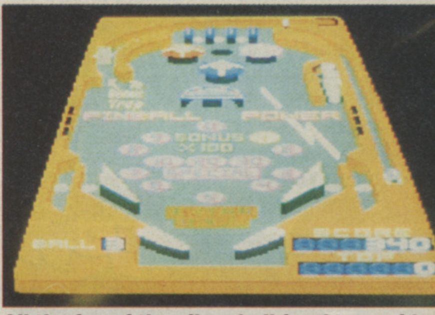


So, this is *the* most exciting race game eh? Hmm... It couldn't be more boring if you never left the pits

FRAME RATE...

Don't do it readers. This really is a pile of old poop. Spare the har earned contents of those wallets. Keep them firmly locked (*normal folk don't have padlocks on their wallets Roger – Ed*) and look elsewhere for budget thrills. Ah, a perfect end to a perfect holiday.

WEC LE MANS 20%



All the fun of the silver ball for three quid. Different tables would've been nice though

3D PINBALL

Mastertronic Plus
£2.99 cassette

The corn circles of Wiltshire, Stonehenge, the pyramids, Atlantis, all are great mysteries past and present, which defy explanation and contradict all existing laws of science and our knowledge of man. Yet all these and more pale into insignificance next to the greatest mystery of all time. Why do people play pinball? An erratic silver ball, a sloping table and hopelessly undersized flippers all lead down the road to frustration. And yet this whole ludicrous pastime still has that elusive hook that makes yiou want to play again and again and again.

3D Pinball from Mastertronic needs little explanation. It's a pinball simulator and a very competent one at that. The table is represented in 3D and as such works very well. All the usual features are there: three bumpers at the top, bonus traps, tombstones to knock over, lights, flippers, dials, hairpins, the list goes on and on. The aim is to keep the ball in play by using the two flippers at the bottom of the table. Mistakes allow the ball to fall through the gap at the bottom and a 'life' is lost. Five balls are provided in order to clock up as high a score as possible. The ball movement is excellent, as are the effects the various table features have on the ball. If you like pinball, you'll lurve this. It's only downfall is that you're limited to only one table. That said, it's playable and at three quid you really can't go wrong.

FRAME RATE...

Splendid, whenever I go on holiday I'm often tempted to go to the arcades but, to be honest, the cost is crippling. With this game I need go no further than my room to experience all the thrills of the pinball table. The sea air must agree with me, recommended.

3D PINBALL 75%

FIRELORD

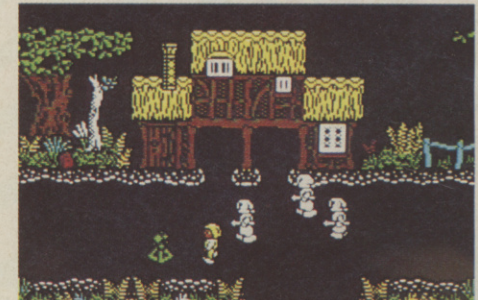
Players/£2.99 cassette

Ploppy plot alert! You are Sir Galaheart (Ha ha ha) and you've returned to the land of shadows (hee hee heeee). You must collect four charms of eternal youth (guffaw guffaw), in order to retrieve the sacred Firestone and return it to the Dragon's safekeeping (*aaaahhh ho hee haaaaa, stop it stop it, I'm gonna gag on me coffee – Ed*).

Okay so the story's a load of corny old drivel but the game sure as hell ain't. Your knight is initially unarmed but within a short space of time you are able to pick up a little shooty thing (*for want of an infinitely better phrase – Ed*) and get down to the nitty gritty. Each screen contains trees, bushes buildings and so on and all the screens together make up a sort of maze-like affair (according to the blurb there are a staggering five hundred locations). When you enter a screen several nasties materialise and start to assault you. Their behaviour serves to deplete your energy at an astonishing rate, so the trick here is to run randomly around the screen and fire a lot. There are also fire traps on some screens which, when activated, kill you instantly. One of these is permanently activated thus initially preventing you from reaching the next section of the game.

Various collectables can be found around the place including scrolls potions and of course extra firepower. By entering a house with your new found items you can barter with the occupant who will provide a number of services. You can trade, ask directions, cast spells and pay tolls to pass through a gate house.

The graphics are fair: not great but well drawn enough to convey some atmosphere. Gameplay is quite fast moving and the menu system when you enter a house is well designed which adds to the no-nonsense gameplay. Three quid worth of entertainment.



***Firelord* – a thoroughly good bash that doesn't cost an arm and a leg – though there's plenty of opportunity to lose one**

FRAME RATE...

The old hackneyed plot fits in perfectly with the old hackneyed gameplay. It's a bit like stepping back in time to the days of *Sabre Wulf* and all that stuff, which is no bad thing. Don't expect too much and you won't be disappointed.

FIRELORD 73%

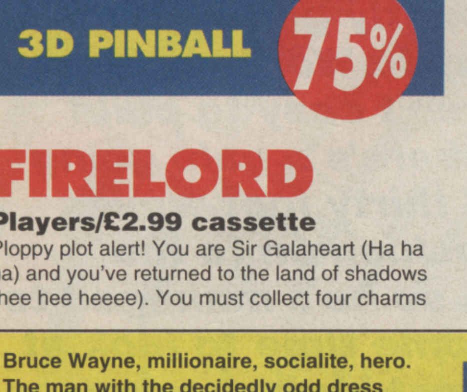
BATMAN
THE CAPED CRUSADER

Hit Squad/£2.99 cassette

It's a Corker!

Bruce Wayne, millionaire, socialite, hero. The man with the decidedly odd dress sense is back. He's been repackaged and rereleased by Ocean as a budget title. Before you get all excited and gooey, this isn't Batman The Movie, it's Batman The Caped Crusader, the earlier game. Okay, now you can get all excited and gooey as this game was pretty bloomin' corking too. You take the part of Batman in one of two quite separate adventures, 'A Bird in The Hand' in which you must prevent the Penguin's plans for world domination and 'A Fete Worse than Death' in which you must save Robin from The Joker. The game itself is a sort of arcade platform adventure requiring simple puzzle solving and a modicom of beat-em up skills.

Batman can walk, climb kick punch and (once he's collected it) throw a batarang. All you have to do is move your very cartoony character around the screens, collect objects, take them to the relevant place and use them. Gun-wielding and exploding opponents attack you, but can be dissuaded from their dastardly aim with a swift kick to the soft parts, a hefty punch or a well aimed batarang. Each screen appears rather like a frame of a comic book. When you enter a new screen, the old one doesn't disappear but sits behind the one you're currently in and the comic effect produced is very strong. *Batman the Caped Crusader* is basically a highly playable treat, oozing atmosphere, and two completely different adventures make it an all round winner.



Not the movie version but no less of a game. Why oh why do so many budget games have to be so good?

FRAME RATE...

A game about a delinquent millionaire who gets his kicks by prancing around in a puffy outfit? I must admit I initially thought it would be a waste of time and money but despite the suspect subject material this is a bargain. Sadly, this is worth every penny and more besides.

BATMAN 91%

AMIGA - ATARI ST - PC / PS - AMSTRAD CPC / CPC+ / GX 4000 - C 64 - SPECTRUM

DICK TRACY

THIS TIME THEY'RE OUT TO GET HIM!

THE COMPUTER GAME

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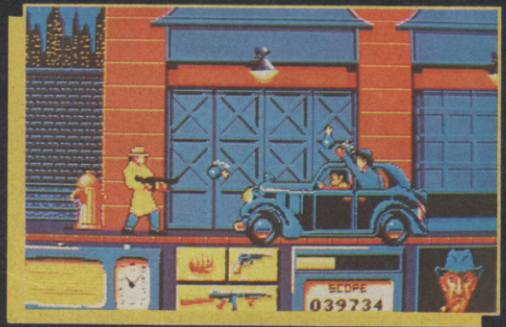

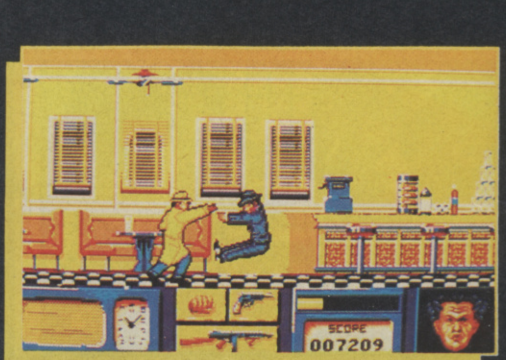

Developed by:

TITUS™
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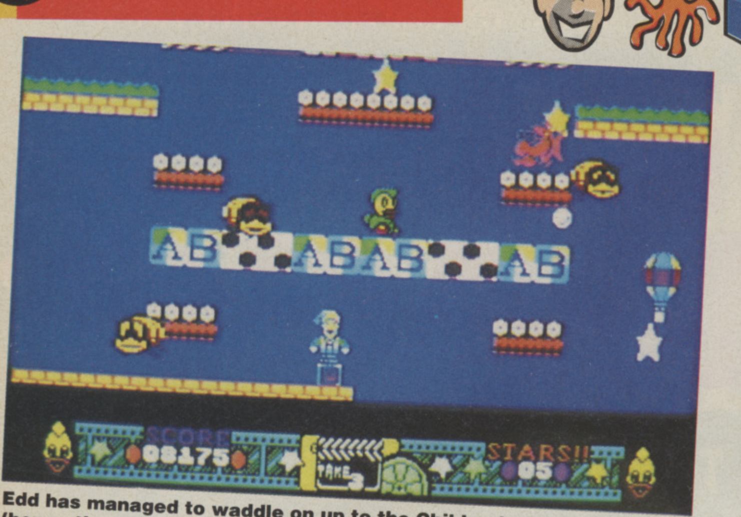
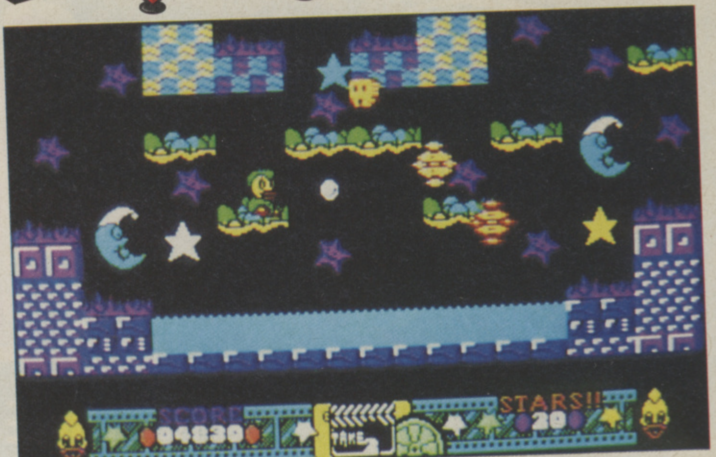


Edd has managed to waddle on up to the Children's TV department (hence the building blocks and balloons.) Not a sprog in sight – just killer bees and a flying fish!



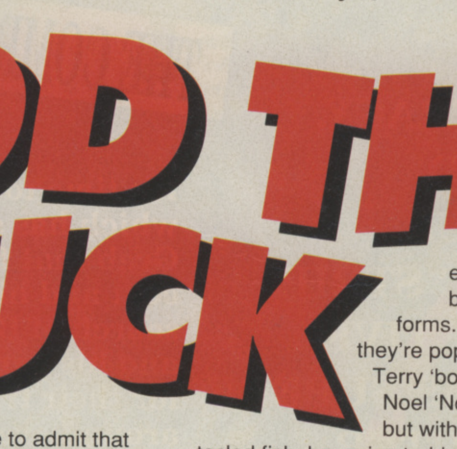
Up in Special Effects, Edd is seeing stars a-plenty! Luckily, all the purple ones are only props – the real ones are white and blue. That water beneath is actually deadly – huh, call yourself a duck?

EDD THE DUCK

Well, I have to admit that this feathered megastar was a completely unknown entity to me. He's obviously on telly while I'm hard at work on this wretched… er… I mean *wicked* magazine.

Anyway, on with the story: duck-thing Edd is in the bowels of the BBC studios and wants to make his way 'to the top', as these showbiz celebs say. To reach the top of the building Edd has to waddle and jump his way through nine episodes (levels), spread over the three departments (stages) of Weather, Special Effects and Children's TV.

Surprisingly, these departments bear absolutely no resemblance to those of the real BBC building, being brightly coloured, extremely tall and bedecked with platforms. Not only that, but they're populated, not with Terry 'boring' Wogans or Noel 'Noel' Edmondses but with floating be-spectacled fish, bouncing teddy bears and the large hand of Wilson the Butler (never heard of him, either). More like Edd the hallucinating waterfowl if you ask me…



In the Weather department, Edd's snowballing talents are quite apt. Still looks like he's still gonna get wasted, though!

You continue with your quest, guiding Edd up through each scene, collecting all 20 stars en route and trying to avoid contact with the deadly creatures. One touch ruins the 'shot' (you die) and means you have to use another of your four 'takes' (lives). This is followed by a jaunty ditty celebrating your recent demise, which gets on your wick after a short time. Thankfully, your feathered friend is armed with a Snowball Shooter which is used to freeze opponents, allowing you to leap passed unharmed. Collect the 20th and final star and Edd reappears at the bottom of the next level. Sorry, episode.

Gameplay is extremely tight and very unforgiving. Edd can only jump at one angle and distance, so you can't do little jumps or changes of direction in mid-leap should you find yourself heading for trouble. This is *real* frustrating when things heat up – which they do quite quickly!

Edd The Duck is… all right. It lacks that special something which would set it apart from any other platform games, for better or worse.

STEVE

Game	**Edd The Duck**
Maker	**Impulze**
Cassette	**£9.99**
Disk	**£14.99**

POWER RATING

THE DOWNERS...

- Restrictive control method leads to severe frustration in tight spots
- Lack of varied gameplay reduces the lasting interest
- Limited number of levels is compensated by overly high difficulty
- Annoying restart jingle grows extremely tiresome after a while

100

–

–

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66%

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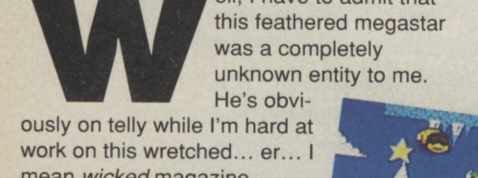
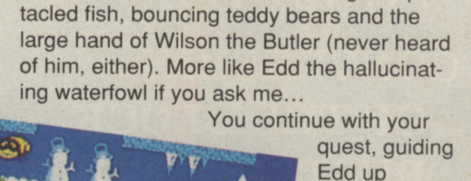
- **Very pretty background graphics with plenty of detail and colour**
- **Superb hi-res sprites – nice lookers and movers**
- **Arcade-style gameplay is very challenging and can grow very addictive!**
- **Vicious level layouts really test the old reactions**
- **Lovely tinkly spot effects and catchy intro tune**

...AND THE UPPERS



Back in the kiddies department, Edd attempts to stun the top of an ice cream cornet. (Well, actually it's a fish in hiding)



Now why are there hot-air balloons on cornets? And bunches of grapes!? Who cares, as long as Edd can use them as platforms

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Andy Dyer – detestable oik that he is once more panders to your gaming needs. It's big, it's bold, it's

GameBusters

Aaargh! Get that turkey sarnie away from me, and if I see another prawn vol-au-vent I think I'll razz. Yes the christmas ordeal is over once again and no sooner do I sit down to recover from the over eating and drinking I have to write this

GOLDEN AXE

Thanks to Tim Taylor for this next goodie. (Tim Taylor, Goodie, Geddit?)

While you're playing the game pause it with RUN/STOP and press the ; key which should load the next level.

RUFF 'N' READY IN THE SPACE ADVENTURE

I've never played this game before, in fact I've never even heard of it so I won't waffle on about it.

Type 'evil never dies' on the title screen for infinite lives.

MIDNIGHT RESISTANCE

A popular one this. I've had hundreds of letters all giving the same cheat (*Five would be nearer the mark – Ed*) and this is why I've succumbed to your desires. On the title screen type SIAMESE and when you play you should have infinite lives.

MYTH

A brilliant game that never got the credit it deserved. Lucky owners try this. From the Norse Legends onwards, press the A and ? keys to obtain full weaponry.

SPLIT PERSONALITIES

Last month we gave this game away, so this month I'm giving the game away – as it were (*gosh, what a clever play on words – Ed*). Enter and run this short listing and follow the on-screen prompts to load and run the game with invincibility (you can't be killed by bombs or by running out of time).

```
0 REM split personalities cheat by H M Pugh
1 FOR X=271 TO 299 : READ Y : C=C+Y :
POKE X,Y : NEXT
2 IF C=3132 THEN POKE 157,128 : SYS271
3 PRINT "DATA ERROR"
4 DATA 32,86,245,169,32,141,122,3,169,1,
141,124
5 DATA3,96,72,77,80,141,32,208,169,
173,141,135
6 DATA 27,141,231,45,96
```

LITTLE PLEADER

Steven Bieszke is one of the many who don't own an Action Replay cartridge or reset switch. So rather than looking down our noses at him how about sending in some stand alone pokes for *Teenage Turtles*, *Double Dragon 2* and *Rainbow Islands*. He also asked for *Midnight Resistance* but a quick scan of this page will satisfy that particular desire.

NETHERWORLD

Dead simple this one (*which is just as well when you're involved – Ed*). To skip the levels all you have to do is press the 2, 4 and E keys. And if that's too complex for you perhaps you should think about editing *CF*.

More on page 38

KLAX

This poor relative of *Tetris* may be rendered slightly more interesting by this POKE (*but I doubt it – Ed*).

POKE 27686,173—extra credits
POKE 8141,165—Infinite tile drops
SYS 2079

SILKWORM

A rather pointless POKE this one, it takes away all the opponents apart from the end of level guardians, leaving you no challenge whatsoever.

POKE 32203,173
SYS 2128

PRISON RIOT

Here's a pretty extensive list of replay POKEs for this budget title. It covers pretty much everything so even a complete amoeba can get through to the end. That's a lie, actually. I don't know any amoebas smart enough to play this.

POKE 3556,1 to speed game up
POKE 6554,165 to walk through guards
POKE 5348,165 to walk through mines
POKE 6399,165 for infinite bullets
POKE 4046,165 to walk through roof slates
POKE 2188,165 for infinite time on sub-game

Non cartridge users turn to page 38 for your version of this game cheat.

TERRY'S BIG ADVENTURE

Load the game, reset it then enter the following:

POKE 33082,173 then type
SYS 27904 to restart

This should give you infinite lives.

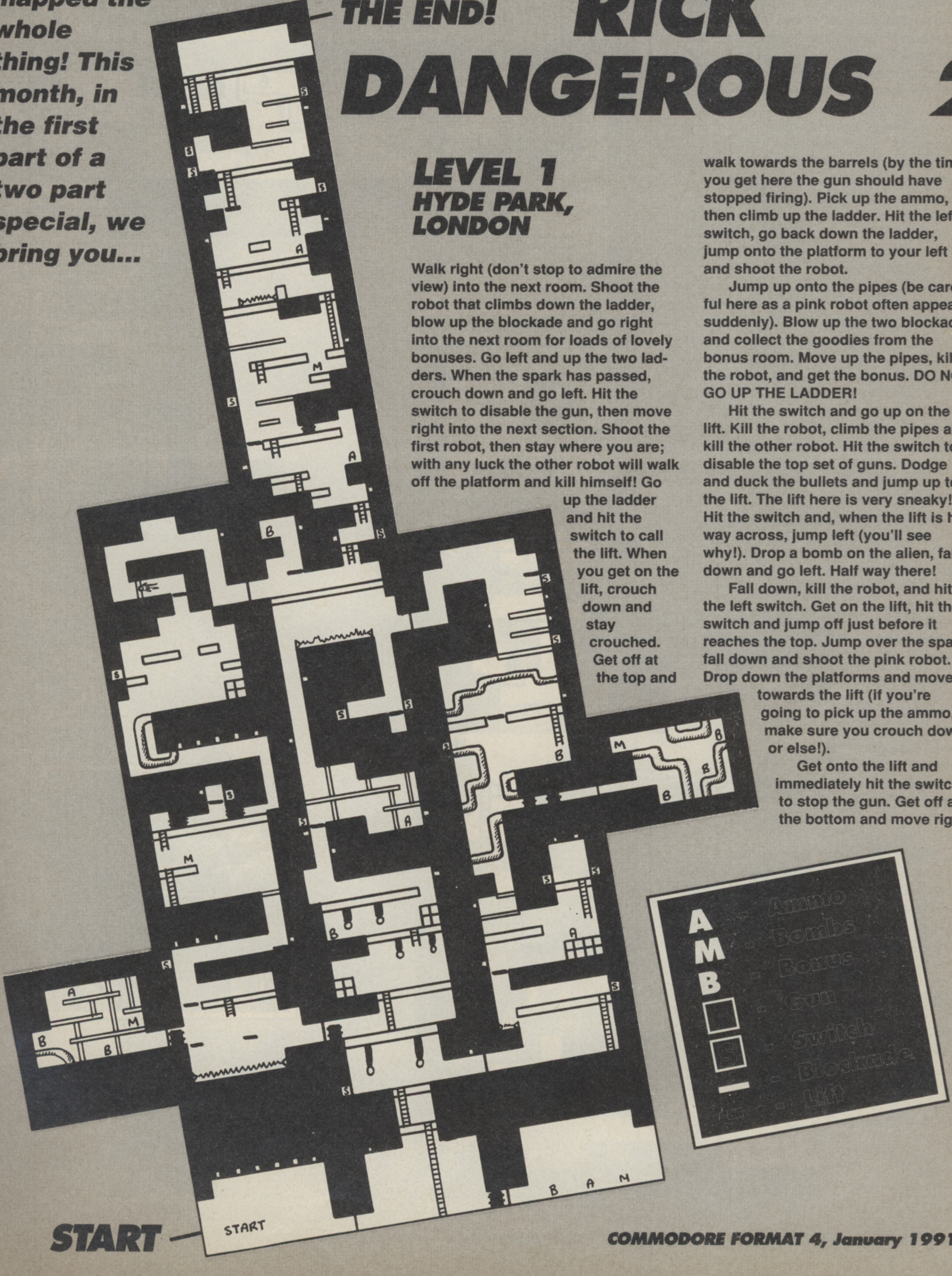
GUTZ

Last month we gave this game away, this month... (*Andy, you've done this joke once already. And it was crap then – Ed*).

Infinite lives—POKE48372, 165
Infinate map time—POKE65436, 0

Yes, it had to be done. CF's favourite game to date, Rick Dangerous 2, swallowed up Andy Roberts and wouldn't let him out until he'd mapped the whole thing! This month, in the first part of a two part special, we bring you...

RICK DANGEROUS 2



THE END!

START

LEVEL 1
HYDE PARK, LONDON

Walk right (don't stop to admire the view) into the next room. Shoot the robot that climbs down the ladder, blow up the blockade and go right into the next room for loads of lovely bonuses. Go left and up the two ladders. When the spark has passed, crouch down and go left. Hit the switch to disable the gun, then move right into the next section. Shoot the first robot, then stay where you are; with any luck the other robot will walk off the platform and kill himself! Go up the ladder and hit the switch to call the lift. When you get on the lift, crouch down and stay crouched. Get off at the top and walk towards the barrels (by the time you get here the gun should have stopped firing). Pick up the ammo, then climb up the ladder. Hit the left switch, go back down the ladder, jump onto the platform to your left and shoot the robot.

Jump up onto the pipes (be careful here as a pink robot often appears suddenly). Blow up the two blockades and collect the goodies from the bonus room. Move up the pipes, kill the robot, and get the bonus. DO NOT GO UP THE LADDER!

Hit the switch and go up on the lift. Kill the robot, climb the pipes and kill the other robot. Hit the switch to disable the top set of guns. Dodge and duck the bullets and jump up to the lift. The lift here is very sneaky! Hit the switch and, when the lift is half way across, jump left (you'll see why!). Drop a bomb on the alien, fall down and go left. Half way there!

Fall down, kill the robot, and hit the left switch. Get on the lift, hit the switch and jump off just before it reaches the top. Jump over the spark, fall down and shoot the pink robot. Drop down the platforms and move towards the lift (if you're going to pick up the ammo, make sure you crouch down or else!).

Get onto the lift and immediately hit the switch to stop the gun. Get off at the bottom and move right

RICK DA

(crouched down). Drop onto the barrels and bomb the robot. The electrodes to your left will start sparking as soon as you pick up the bombs, so remember to duck. Drop down the ladder when safe to do so, and avoid the walking barrel. Head down the next ladder and shoot the pink robot. Blow up the blockade to enter the next section. Phew!

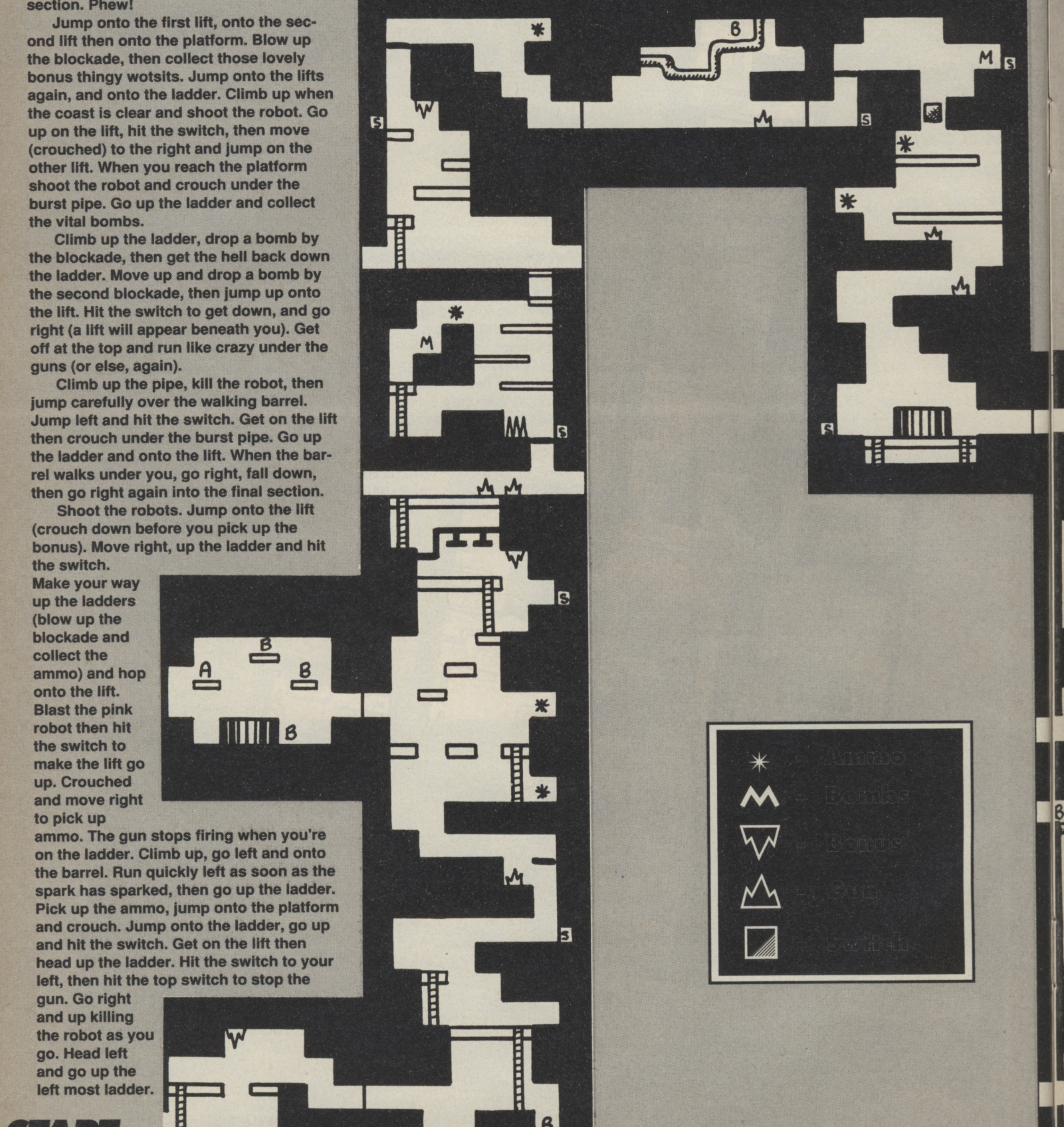
Jump onto the first lift, onto the second lift then onto the platform. Blow up the blockade, then collect those lovely bonus thingy wotsits. Jump onto the lifts again, and onto the ladder. Climb up when the coast is clear and shoot the robot. Go up on the lift, hit the switch, then move (crouched) to the right and jump on the other lift. When you reach the platform shoot the robot and crouch under the burst pipe. Go up the ladder and collect the vital bombs.

Climb up the ladder, drop a bomb by the blockade, then get the hell back down the ladder. Move up and drop a bomb by the second blockade, then jump up onto the lift. Hit the switch to get down, and go right (a lift will appear beneath you). Get off at the top and run like crazy under the guns (or else, again).

Climb up the pipe, kill the robot, then jump carefully over the walking barrel. Jump left and hit the switch. Get on the lift then crouch under the burst pipe. Go up the ladder and onto the lift. When the barrel walks under you, go right, fall down, then go right again into the final section.

Shoot the robots. Jump onto the lift (crouch down before you pick up the bonus). Move right, up the ladder and hit the switch.

Make your way up the ladders (blow up the blockade and collect the ammo) and hop onto the lift. Blast the pink robot then hit the switch to make the lift go up. Crouched and move right to pick up ammo. The gun stops firing when you're on the ladder. Climb up, go left and onto the barrel. Run quickly left as soon as the spark has sparked, then go up the ladder. Pick up the ammo, jump onto the platform and crouch. Jump onto the ladder, go up and hit the switch. Get on the lift then head up the ladder. Hit the switch to your left, then hit the top switch to stop the gun. Go right and up killing the robot as you go. Head left and go up the left most ladder.



ANGEROUS 2

LEVEL 2
THE ICE CAVERNS OF FREEZIA

Shoot the two and pick up the bonus (remembering to avoid the falling ice). Go up the ladder, jump right and kill the remaining bad guy. Jump over the cogs and collect the bonus. Go up the ladder and kill the rapscallion. Climb half way up the next ladder – the clockwork bird should thaw out and drop down. Jump right and kill the baddie. Notice that all the switches on this level are invisible! So, use my ever so lovely map to locate them.

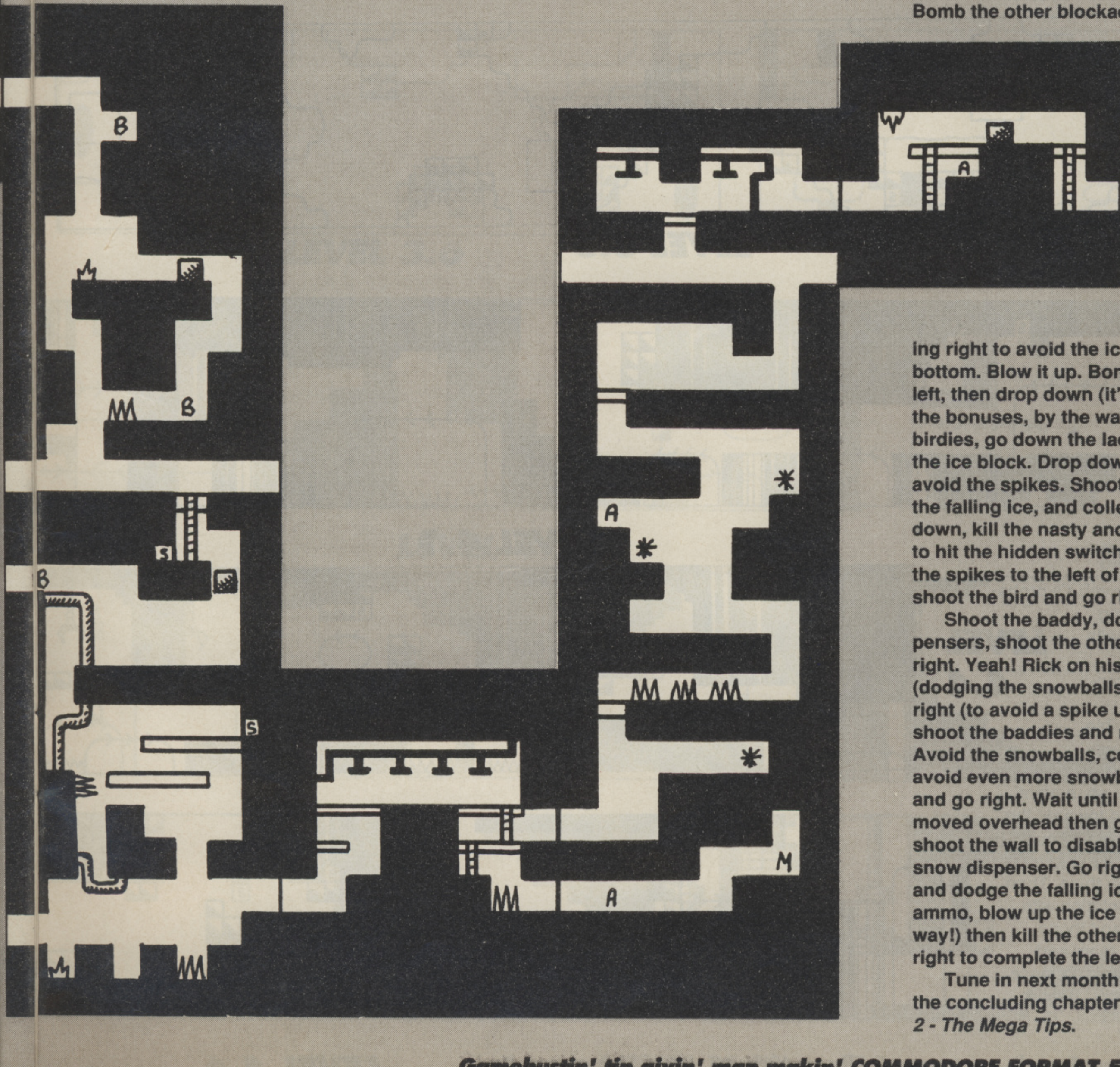
Hit the switch and bomb the ice blockade. Move left, kill the baddie and move up. Here you will encounter the snowball machine. Just stay crouched and you will be okay. Go up the ladder and jump left over the platforms. Pop into the bonus room – not only do you get bonuses but it acts as a restart point too. Jump up and right, shoot the nasty and dodge the falling ice. Go into the niche and hit the hidden switch to disable one of the snow dispensers, then go left and up the ladder.

Stand by the first column and slide a bomb to blow up the first blockade. Then run right a tad and slide another bomb to blow up the second blockade but keep moving right. Jump onto the lift a.s.a.p and hit the invisible switch to get rid of the spikes. Bomb the baddy and collect the bombs. Dodge the snowballs and jump up. Avoid the sliding blocks, run left and jump onto the ladder. Continue jumping up the platforms (avoiding the falling ice) and again hit the hidden switch to call the lift. Stay crouched to avoid the snowballs and drop down. Bomb the meanie and go right.

Collect the bonus and blow up the blockade, taking care to avoid the ice blocks. Then go right. Hit the switch, go up on the lift, jump over the cog and collect the bombs. Hit the hidden switch to get rid of the ice block. Fall down and move (crouched) to the right. Drop down and jump over the snowballs, then move down. Bomb the other blockade, then bomb the encapsulated birdie. Drop down, hit the hidden switch and go right. It's getting tough now! Crouch under the cog, fall right and collect the bonus. Fall down and keep pushing right to avoid the ice blockade at the bottom. Blow it up. Bomb the birdy to the left, then drop down (it's pointless getting the bonuses, by the way). Avoid the ice birdies, go down the ladder and blow up the ice block. Drop down and push left to avoid the spikes. Shoot the baddy, dodge the falling ice, and collect the bonus. Go down, kill the nasty and nip under the cog to hit the hidden switch (which gets rid of the spikes to the left of you). Drop down, shoot the bird and go right.

Shoot the baddy, dodge the snow dispensers, shoot the other baddy, and go right. Yeah! Rick on his scooter!! Move up (dodging the snowballs) and move quickly right (to avoid a spike up the botty). Go up, shoot the baddies and move up again. Avoid the snowballs, collect the ammo, avoid even more snowballs, shoot the birdy and go right. Wait until the ice block has moved overhead then go up. Face left and shoot the wall to disable the right hand snow dispenser. Go right, kill the meanie and dodge the falling ice. Collect the ammo, blow up the ice block (get out of the way!) then kill the other two nasties. Go right to complete the level. Zippedy doo da!

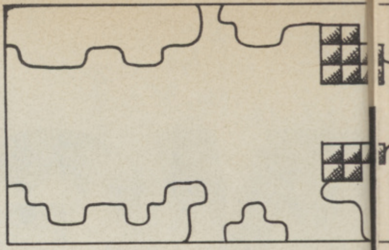
Tune in next month boys and girls, for the concluding chapter of *Rick Dangerous 2 - The Mega Tips.*



THE END!

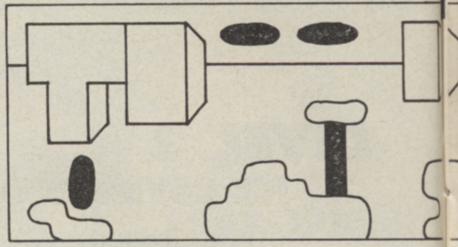
MONTY PYTHON

These maps are in no way connected with the humerous computer game, Monty Python's Flying Circus. Nor are they connected with last month's maps. Please ignore them accordingly

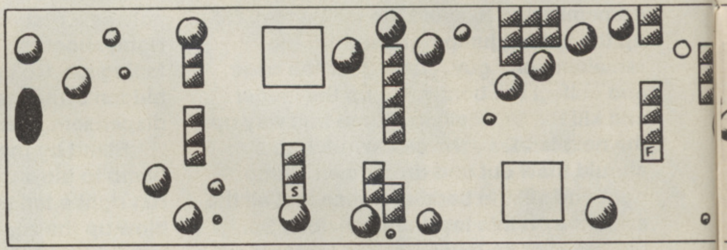


LEVEL 3

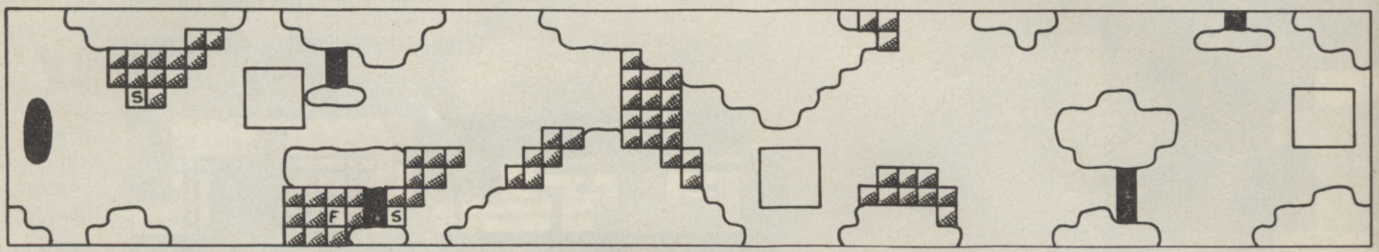
This level is awkward. The mad belchers, in the same way as the exploding cats are extremely difficult to dodge, as too are the Irish guards who hang from pieces of rope. Now stop that! It's silly. No-one likes a good laugh more than I do... Well perhaps my wife.. .oh, and some of her friends. But let's stop this nonsense and have some nice, clean sensible tips! Again you must tackle a guardian half-way through the level, namely an irate gas cooker. The best technique here is to attack it in short bursts. Once again the Spanish Inquisition appears unexpectedly and at the end of the level you come face to face Gilliam's infamous Fat Chicken.



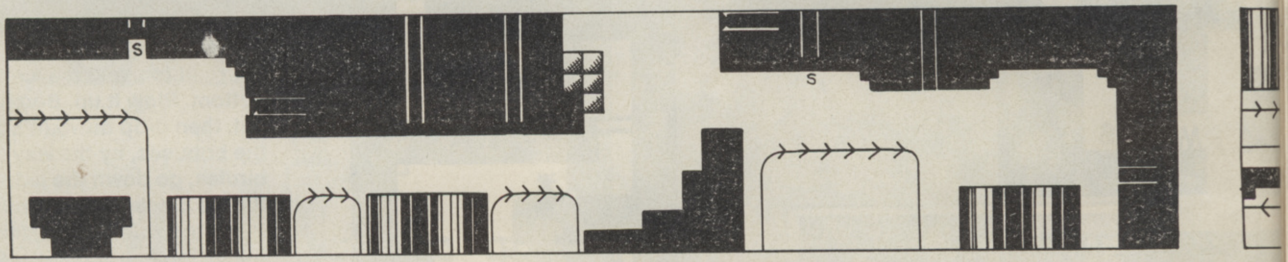
LEVEL 3.2



LEVEL 3.3



LEVEL 3.5



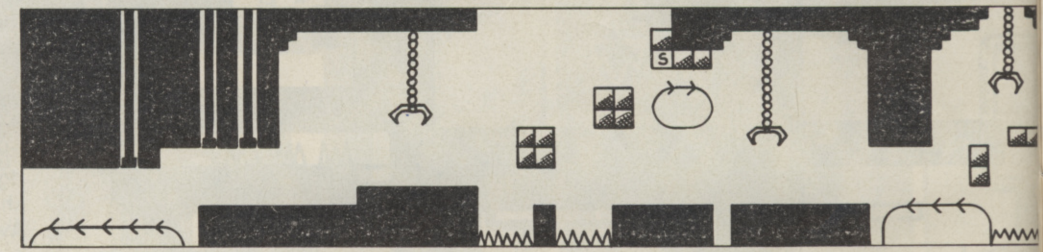
LEVEL 4.1

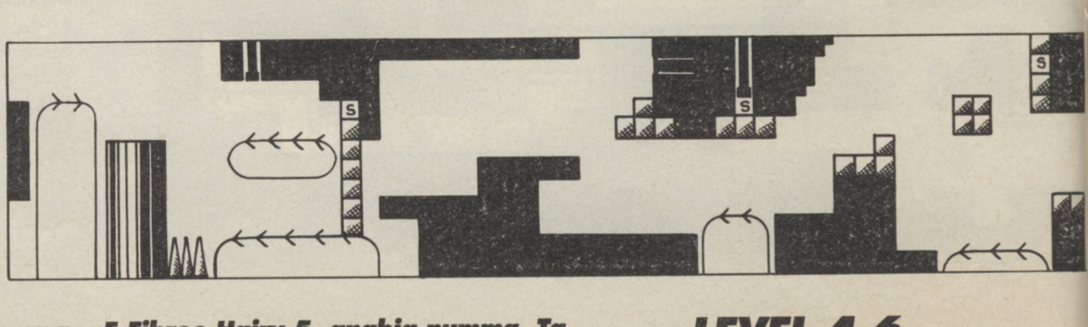
LEVEL 4

Despite being the final level, it's probably the most disappointing. Anyway, the conveyor belts are the biggest problem, they require heaps of practise. The other problem is the broken car – impossible to get passed alive.

As if flying hands and bouncing blackheads weren't enough, a giant hedgehog rears it's head towards the end of the level (obviously he couldn't find Dinsdale!!!). The final guardian is a rotary-head-clockworky thing. Then, it's on to the final confrontation with the Spanish Inquisition and those comfy cushions. Defeat them and watch the spectacular end sequence. If you've got the brains for it, that is.

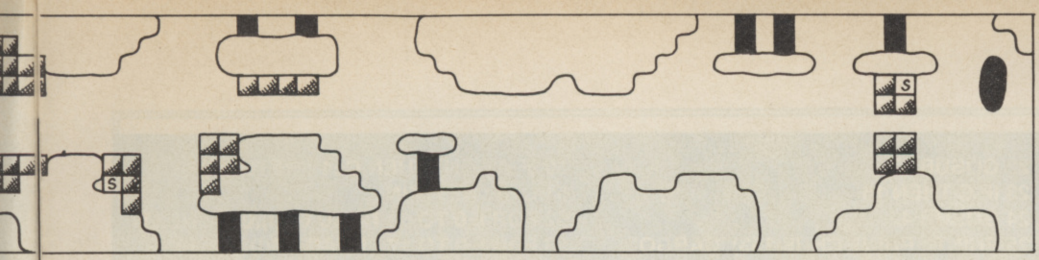
LEVEL 4.4



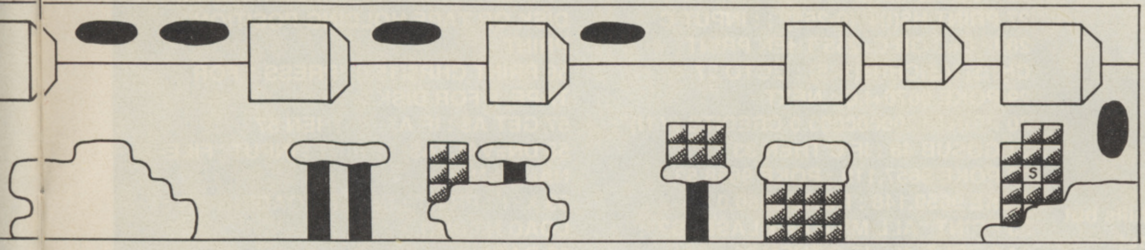


LEVEL 4.6

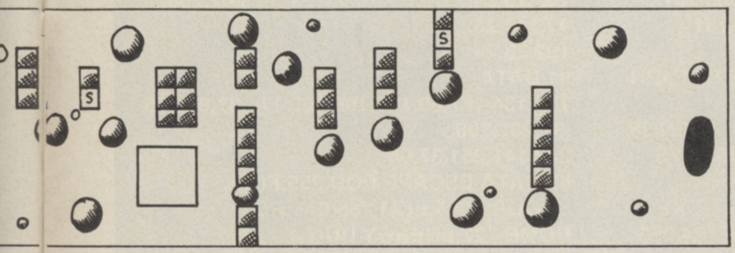
Kum... Com-m OdourFurmit, er, er-r... F-Fibroo Hairy 5, anabig numma. Ta

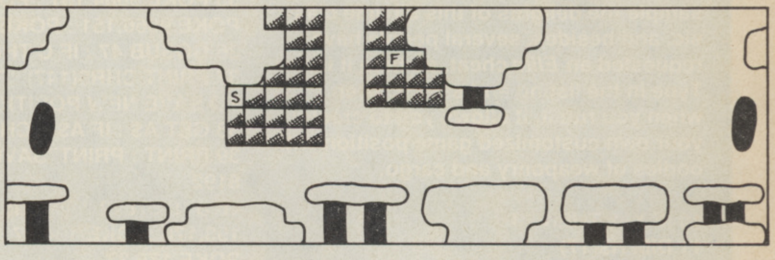


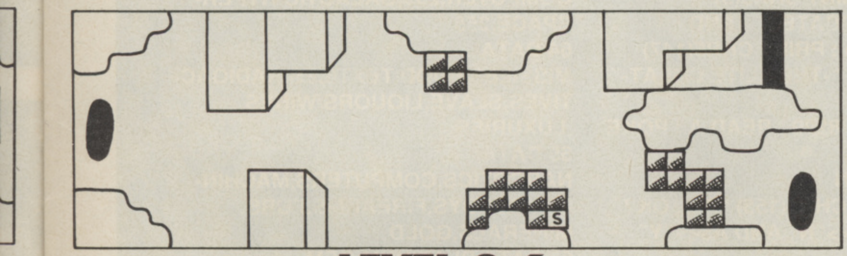
LEVEL 3.1



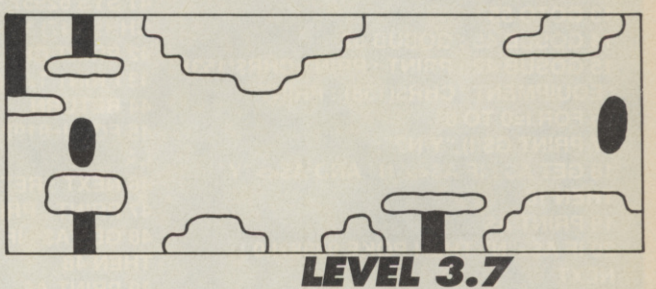
LEVEL 3.4



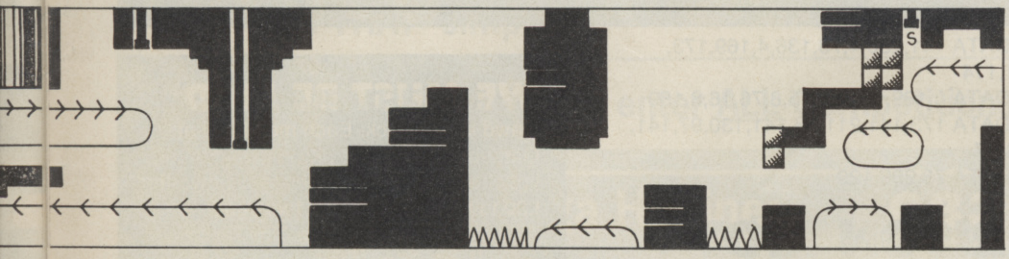




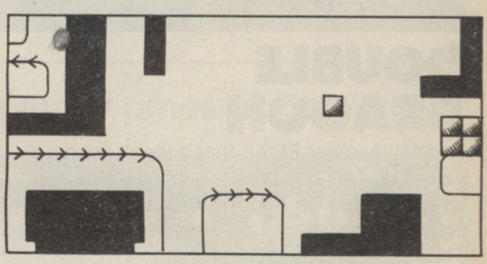
LEVEL 3.6



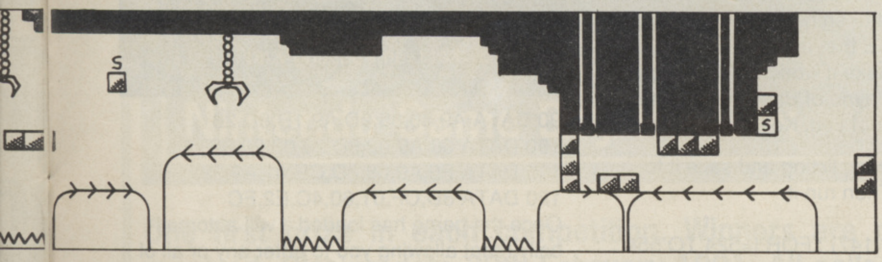
LEVEL 3.7

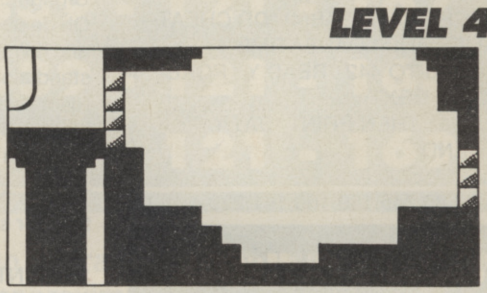


LEVEL 4.2

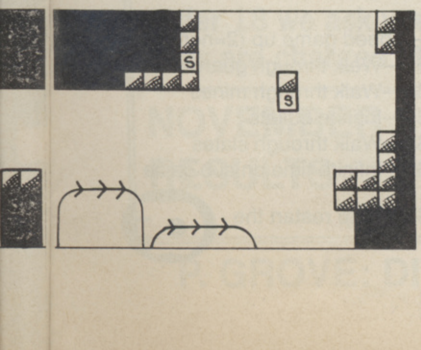


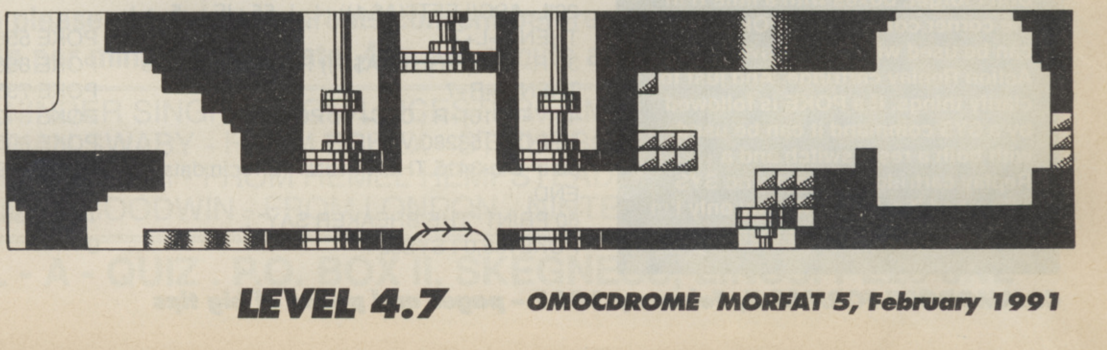
LEVEL 4.3





LEVEL 4.5





LEVEL 4.7

Shut up, I know it's as old as the hills but there's a wealth of new 64 users out there who are only just beginning to sample the delights of this all time classic, and besides, several people have requested an *Elite* cheat, so here it is. Type in the listing and save it. Then when you run it, it allows you to create your own customized game position with oodles of weaponry and cargo.

```
10 IF X=1 THEN 14
11 DIM H$(17)
12 POKE 53280,0 : POKE 53281,0
13 GOTO 55
14 GOSUB 45 : GOSUB 52
15 GOSUB 42 : PRINT : PRINT CHR$(153)
"EQUIPMENT" CHR$(158) : PRINT
16 FOR I=0 TO 6
17 PRINT G$(I) "Y/N?";
18 GET A$ : IF A$<>"N" AND A$<>"Y"
THEN 18
19 PRINT A$
20 IF A$="N" THEN POKE 9688+I,0 :
NEXT
21 POKE 9688+I,G(I) : NEXT
22 GOSUB 47
23 IF C THEN 15
24 GOSUB 42
25 PRINT : PRINT CHR$(153)"CARGO"
CHR$(158) : PRINT
26 FOR I=0 TO 17
27 PRINT H$(I)+"(0-255)"; : INPUT C
28 IF C<0 OR C>255 THEN PRINT
CHR$(145)CHR$(145) : GOTO 27
29 POKE 9670+I,C : NEXT
30 PRINT "200000000.0 CREDITS (Y/N)";
31 GOSUB 48 : IF C THEN 33
32 POKE 9657,119 : POKE 9658,53 :
POKE 9659,148 : POKE 9660,0
33 PRINT "ALL MILITARY LASERS?";
34 GOSUB 48 : IF C THEN 36
35 POKE 9664,151 : POKE 9665,151 :
POKE 9666,151 : POKE 9667,151
36 GOSUB 47 : IF C THEN 24
37 PRINT CHR$(147) "PRESS RETURN
TO SAVE NEW POSITION"
38 GET A$ : IF A$<>CHR$(13) THEN 38
39 PRINT : PRINT"SAVING"N$ : SYS
8192
40 SYS 57812 "@:"+N$,DN,1 : POKE
193,176 :POKE 194,37 : POKE 174,253 :
POKE 175,37
41 SYS 62957 : PRINT CHR$(5)
CHR$(147) N$ "UPDATED" : END
42 PRINT CHR$(5) : PRINT CHR$(147)
43 PRINT TAB(11) "-THE ELITE CHEAT-"
44 RETURN
45 FOR I=8192 TO 8229 : READ A : POKE
I,A
46 NEXT : RETURN
47 PRINT : PRINT CHR$(155) "ALL OK?";
48 GET A$ : IF A$<>"N" AND A$<>"Y"
THEN 48
49 PRINT A$
50 IF A$="N" THEN C=1 : RETURN
51 C=0 : RETURN
52 FOR I=0 TO 6 : READ G$(I),G(I) : NEXT
53 FOR I=0 TO 17 : READ H$(I) : NEXT
54 RETURN
55 PRINT CHR$(156)CHR$(147) "INSERT
DISK OR TAPE HOLDING POSITION" :
PRINT
56 PRINT CHR$(153) "PRESS 1 FOR
TAPE, 8 FOR DISK"
57 GET A$ : IF A$="" THEN 57
58 DN=VAL (A$) : PRINT : INPUT "FILE-
NAME";N$
59 X=1 : PRINT : PRINT"LOADING"N$ :
LOAD N$,DN,1
60 DATA
162,73,24,125,175,37,93,176,37,202,208,2
47,141,252,37,
162,73,24
61 DATA
138,134,187,69,187,106,125,175,37,93,176
,37,202,208,
242,141,251,37,96
62 DATA ESCAPE POD,255,FUEL
SCOOPS,255,ECM,255,ENERGY
BOMB,127,ENERGY UNIT,1
63 DATA DOCKING
COMPUTER,255,GALACTIC HYPER-
SPACE,255
64 DATA
MISSILES,FOOD,TEXTILES,RADIOAC-
TIVES,SLAVE,LIQUORS/WINES
,LUXURIES
65 DATA
NARCOTICS,COMPUTERS,MACHIN-
ERY,ALLOYS,FIREARMS,FURS,
MINERALS,GOLD
66 DATA PLATINUM,GEM-
STONES,ALIEN ITEMS
```

DOUBLE DRAGON

Hoorah, another POKE that doesn't need a cartridge. This one provides infinite lives and time. It comes via Andrew Whittaker of Blackpool, to whom I am eternally indebted. Thanks, Andrew.

```
10 PRINT CHR$(147) TAB(4) "DD CHEAT—
LOADSALIFE AND LOADSATIME"
20 FOR X=400 TO 442 : READ Y : POKE
X,Y : C=C+Y : NEXT
30 IF C<>4941 THEN PRINT "DATA
ERROR" : END
40 SYS 400
50 DATA 32,86,245,169,160,141,229,4,169,1
60 DATA 141,230,4,76,136,4,169,173,
141,114
70 DATA 8,169,1,141,115,8,76,16,8,169
80 DATA 173,141,211,98,141,130,97,141,
164,97
90 DATA 76,208,129
```

ACTION STATIONS

Don't forget, boxes with a little R in the corner contain only POKEs that can be used with a reset switch or Action Replay cartridge. And just to clarify things, if a POKE is followed by a SYS command it can be used with both a reset switch and a Replay cartridge. If there's no SYS command it's Action Replay only I'm afraid. Right, that's that then.

PRISON RIOT

Urgngh...THUD!

Oh dear, Andy's just keeled over unconcious, and if I'm not mistaken here's the cause, a stand alone POKE that needs no cartridge or reset switch to make it work. So there you have it. If Andy Payne of Basingstoke can do it, so can the rest of you. Keep 'em coming.

Type in the following listing and save it to tape for safety. Then run it.

```
10 PRINT CHR$(147) : FOR I=524 TO 554 :
READ A$
20 L=ASC(LEFT$(A$,1)) : L=L-55 : IF L<5
THEN L=L+7
30 R=ASC(RIGHT$(A$,1)) : R=R-55 : IF R<5
THEN R=R+7
40 V=(L*16)+R : C=C+V : POKE I,V
50 POKE 53280,V : NEXT
60 IF C<>3415 THEN PRINT "Error in data!" :
END
80 PRINT "THE BREAKER SAY" :
POKE185,0 : SYS524
90 DATA A9,80,85,9D,A9,1D,8D,28
100 DATA 03,A9,02,8D,29,03,20,56
110 DATA F5,A9,08,8D,CE,01,A9,22
120 DATA 8D,CF,01,60,4C,E2,FC
```

Once the game has loaded it will automatically reset allowing you to enter any or all of these cheats.

POKE 5563,1—Speed game up (2=normal)
POKE 8562,165—Walk through guards
POKE 7357,165—Walk through mines
POKE 8407,165—Infinite bullets
POKE 6054,165—Walk through slates
POKE 4196,165—Infinite time on sub game

Then type SYS 2075 to restart the game.

WE MUST BE MAD

Gawd love a duck. Each month we at Gamebusters will be giving away a voucher for our mail order section worth £20 to those tipsters we feel deserve it. This month's winners are Tim Taylor and Andy Payne. So I don't want to hear any more pathetic tight-arsed excuses about the cost of stamps. Send your stuff to the usual address and mark it 'I want a slice of that Gamebusting wad'.

THE FEBRUARY COMPETITION

WIN

THE COMMODORE AMIGA or SEGA MEGADRIVE (Plus the Game of YOUR choice) or ATARI LYNX or NINTENDO GAME BOY

In The FANTASTIC DIAL-A-QUIZ MONTHLY Computer Competition

Answer 4 simple computer related questions and by this time NEXT MONTH YOU could be the Lucky Winner of one of FOUR Superb First Prizes in this month's DIAL-A-QUIZ "Welcome to 1991" Computer Competition

eg. QUESTION: What is the name of the main character in Dragons Lair?
ANSWER:
1. Billy Brave
2. Dirk The Daring
3. Fearless Freddy

It's THAT simple!

And REMEMBER, you can enter ALL Competitions as many times as you like.

Commodore Amiga Hotline: 0839 - 121 - 166
Sega Megadrive Hotline: 0839 - 121 - 167
Atari Lynx Hotline: 0839 - 121 - 168
Nintendo Game Boy Hotline: 0839 - 121 - 169

One first prize in each competition. Winners are chosen at random from all correct entries received. Closing date 20th February 1991. All calls last approximately 4 minutes and if you are under 18 we ask you to please obtain your parents consent before you dial.
Calls are charged at 33p per minute cheap rate. 44p per minute at all other times.

NOVEMBER RESULTS:
MANINDER SINGH - FROM LEICESTER - AMIGA
ADRIAN SWABY - FROM ESSEX - ST TURBO
PHILIP SOUTH - FROM HEMEL HEMPSTEAD - SEGA MEGADRIVE
DANIEL GOODWIN - FROM LONDON - NINTENDO

P. GROVE: DIAL - A - QUIZ . P.O. BOX II, SKEGNESS, LINCS. PE25 3NL

The Mighty Brain

Got a burning desire to ask some questions and see your name in print? Why not write to: The Mighty Brain, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW?

JUST WONDERING...

I've got to say that your mag is brill. (*Go on then – TMB.*) I'd like to know if *Super Wonder Boy* will come out on tape as I desperately want it. If it is coming out please could you send me the address.

Andrew Taylor, Nottingham

Activision's Super Wonderboy In Monsterland *has been delisted for several months. Your best bet now is the* Sega Mastermix *compilation from US Gold. 20 quid should do the job.*

TMB

Super Wonderboy strikes a mean(ish) pose, ready to mix it on US Gold's Sega compilation tape

GOLDEN OLDIES

I would be very much appreciate it if you could answer some questions, so here they are:

1) Do you sell back issues? Because I missed *CF1*. Sorry!

2) How do you survive with a few plugs and wires sticking out of you?

2) Is there a Mrs Brain?

4) Can you only order games available on the Mail Order pages or can you order any game you like past or present?

5) What is your all time favourite game on the C64? And can I have a copy please?

6) How's it hanging? Oh sorry, that's right, being a mere brain you wouldn't have one.

C Logan, Strathclyde

1) As of this issue, we are including a Back Numbers page where you can buy old issues of CF. *Interested parties should turn to page 82 pronto!*

2) How do you survive without them?

3) No, I'm single. There was a brief romance several aeons ago, but I was young and foolish. She was a... no, I'd rather not talk about it.

4) No, I'm afraid it's a case of 'What you see is what you get'.

5) My favourite game hasn't been written yet – it's the one starring my good self.

6) Oh, hardy har-har. Excuse me while I split my sides. Cretin.

TMB

FISHING LINE

I would just like to drop you a line with a few questions:

1) Is there a POKE to make the computer think that there is no cartridge inserted, as *Gutz* from PowerPack 3 won't go on disk without one.

2) Is *Great Giana Sisters* still available? If so find it and slap it on a cover-tape, please.

3) Are you the only 64 magazine with no-Amiga fever?

4) Is *Dungeon Master* available on 64 disk?

5) Have you got a copy of Fly Fishing, by J R Hartley?

Andrew Newton, Kent

1) Gutz 'knows' that there's a cartridge inserted and is protecting itself. I'm afraid that without hacking into the program there's not much you can do.

2) Rainbow Arts' Great Giana Sisters *was injuncted by Nintendo because, as a copy of the classic console game* Super Mario Brothers, *it was just a little too close! The game was withdrawn by Rainbow Arts and is no longer available.*

3) No, but CF *is the only C64 mag worth having.*

4) Unfortunately, no. Someone did approach the US programming team FTL to do one, and they turned them down flat. However, Imageworks' Bloodwych *is a pretty fair imitation – and there's a two-player mode!*

5) Yes thanks, and a jolly good read it is too.

TMB

QUESTION MASTER

When I saw it on the news stand, I could hardly believe it. A mag just for the C64 – brilliant. I would like to congratulate you on the eighth wonder of the world. It's truthful about games and packed with reviews, POKEs and of course the free tape. What more could I ask for? Well, let's try these to start off with:

1) Is there a cheat for *Bubble Bobble* or *Rainbow Islands* for use with just a reset cartridge or a type in ? If so please print it.
2) Will there ever be a *Wizball 2*?
3) Should there be a secret room under 'Burn This' on the *Spiderman* demo, *CF* tape 3?
4) Is there a *Castle Master 2*?
5) Is it too late to send *CF* tape 2 back as *Empire* does not work?
6) Why am I asking so many questions?

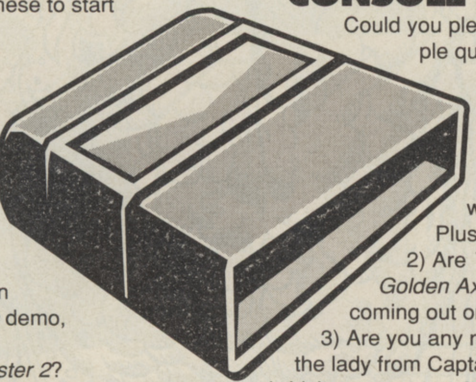
Anyway, keep up the brilliant work and LONG LIVE COMMODORE FORMAT.

Paul Harker, Sheffield

1) Suuuuure, no problem! For infinte lives, try these: Rainbow Islands*: POKE 29535, 189;* Bubble Bobble*: POKE 1240, 189.*
2) Yes. Unfortunately, Sensible Software are only going to do it for the 16-bit machines.
3) I can't tell you – it's a secret.
4) There are no plans for a Castle Master 2, *but Incentive are soon to bring out the* 3D Construction Kit *which will enable you to design your own! Check out Early Warning, this ish.*
5) If Ablex can't send you one, we have a few spare in the office. Send your tape to us with a stamped, self-addressed envelope and we'll pop one in the post.
6) I could answer that... but I won't. There are small children reading.

TMB

CONSOLE QUERIES



Could you please answer a few simple questions about the C64GS? (They should be no probs' for the great immortal mighty super mega brain!)

1) Does the C64GS work with the Quickshot Plus Super Charger?
2) Are *Turtles, Turrican, Golden Axe* and *Shadow Dancer* coming out on cartridge?
3) Are you any relation to Mother Brain the lady from Captain N and the N team? (which comes on at 8.55 on ITV on Saturday mornings)?

Joseph, London

1) You can plug ANY standard joystick into the C64GS with no worries.
2) Sorry old stick, there are no plans to cartridgise any of those games.
3) Funny you should ask that... no.

TMB

NEW WORLD

So, you think your clever eh? Well lets see you answer these questions or perhaps the M in TMB really stand for 'Midget'. Or maybe you won't print the letter like you did with my last one and prove to every one that you're a gutless biological mistake.

1) Do you have the address of DeGale marketing. The distributers of the Neo-Geo?
2) Will *Snow Bros* be converted to the C64?
3) Will you start featuring any other computers or consoles and if yes do you want me to use grenades or a flame thrower?
4) Was the game *Everyone's A Wally* ever released on budget?
5) When will *Rick Dangerous 2* be coming out on cartridge?
6) How do you get past the Dragon on level 1 of *The Last Ninja*?
7) Will you be giving a demo of *Rick Dangerous 2*?
8) Will there be a sequel to *Tusker*?
9) Will subscibers get the mag delivered as soon as it's in the shops and why don't you give away the Black Cruser instead?

Robert Larkin

A gutless biological mistake eh? Yeah, sure I'll answer your questions:
1) Yes ta.
2) I've never heard of Snow Bros.
3) No and neither.
4) If it was, I haven't seen it for ages.
5) There are no plans to release Rick D 2 *on cart just yet.*
6) You have to disguise yourself as a piece of blue cheese.
7) In a word... no.
8) System 3 have no plans as yet.
9) Subscribers should get the mag before it's in the shops, and because we like the pink and green one, so nyah.

TMB

THE MAGNIFICENT SEVEN

Since I've gone to the bother of writing, I might as well ask a few questions:

1) Does Ocean intend to put all its new games on cartridge only?
2) Concerning the review of *California Games* (*CF3*) by Edith Frames, would it be true to say that several days for loading is a slight exaggeration, and is the rating of 55% not just a little miserable?
3) With the fast approaching threat of GCSEs, is it possible to get educational programs for GCSE French, chemistry and other such dreaded subjects? If so could you suggest a few.
4) Brilliant idea! The competion review that is. Don't tell me, it was all your own idea. Would it be possible to repeat this every now and then (more now than then)?
5) Is a motherboard a worthwhile investment if I intend to use cartridge games?
6) Must mention the tape case for the Power Pack, it is just mighty, like yourself.

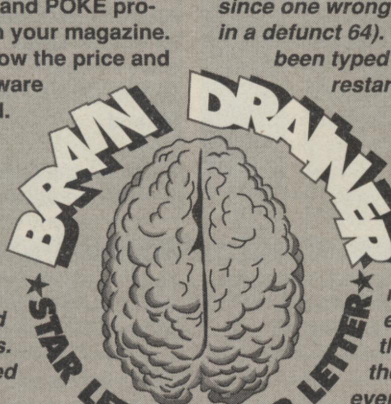
ADF Dunbar, County Tyrone

1) No. I'm sure there will be an even split of games on cassette and disk and games on cart. However, even if they did, at least you'd be guaranteed instant loading, and a few extra bells and whistles in your games.
2) It does take ages to load, and 55% is bang on. The events are fun, but the novelty soon wears off.
3) The only serious place we've heard of that supplies loads of educational softeware is Rickitts Educational Media, in Ilminster,

CODE BREAKERS?

Having just recently bought a copy of *CF* and not knowing anything about them, I would like to know how to go about using the cheat and POKE programs which appear in your magazine. Also I would like to know the price and where to get any hardware which may be required.

P Thompson, Hull



The game POKEs which my pet worm Andy Dyer distributes randomly in his so-called 'GameBusters' section can be entered using several methods. POKE listings are typed in on the blue boot-up screen, RUN and then they load the game automatically, with the cheat already installed.

Then there are stand-alone POKES which require the C64 to be reset. This can be done with small reset switches which you can buy, or you can resort to the old trick of connecting certain pinouts on the the C64's expansion port with a piece of wire (not advisable, since one wrong connection can result in a defunct 64). Once the POKE has been typed in, the game is restarted with a SYS call.

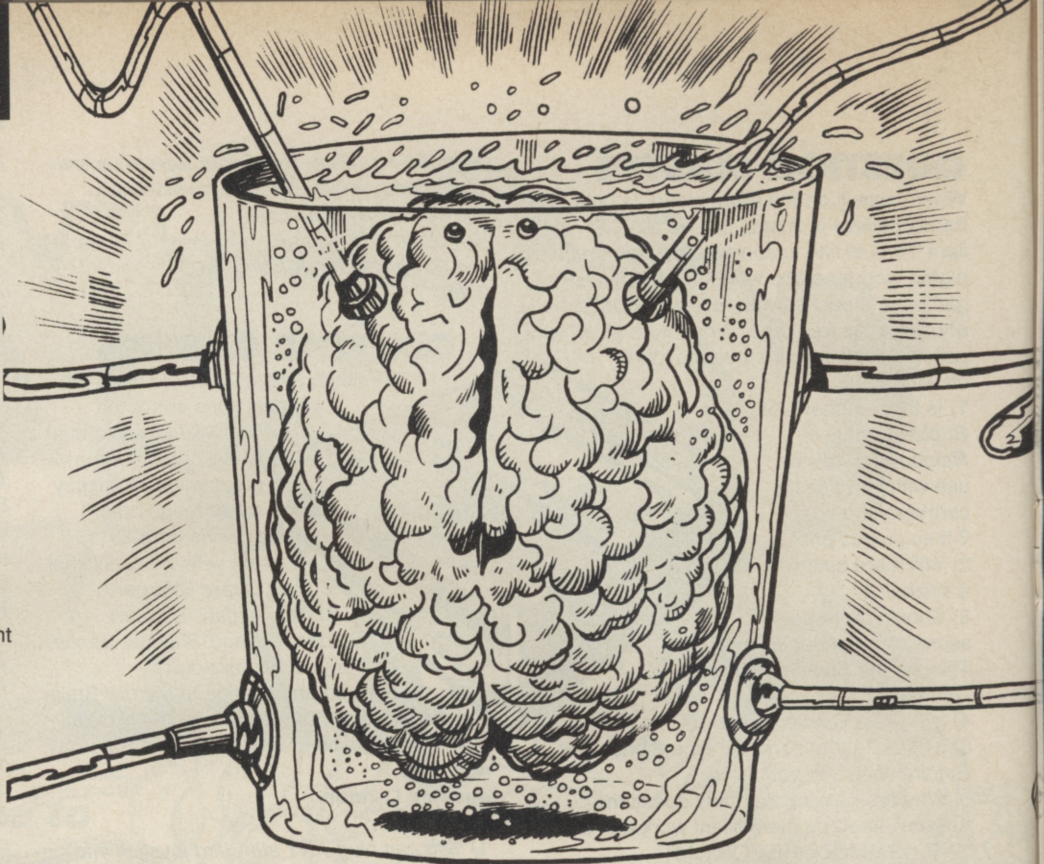
Finally, and most conveniently, there are Reset Cartridges, such as the wonderful Action Replay Mk VI made by Datel. This allows you to reset the game and enter single POKEs, then restarts the game at the tap of a key. They even allow you to find your own POKEs! For hardened gamers such a device, if you can afford it, is invaluable.

You've won yourself a £20 mail order voucher for your troubles. Pity we don't stock reset carts really...

TMB

The sane brain is back again in COMMODORE FORMAT 5, February 1991

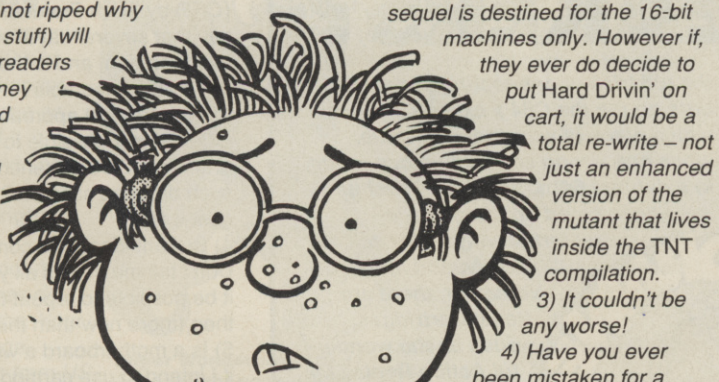
Somerset. Why not give them a ring on 0460 57152?
4) I'm sorry: I have absolutely no idea what you're on about.
5) It would be. Unfortunately, Datel have stopped selling them, so I wouldn't worry about it too much.
6) At least that's one thing the miserable CF *crew manage to get right once in a while.*
TMB



'SPECCY' FRAMES

I have already read the first three issues and think they're brill. Since I know you are all-knowing could you answer these questions?
1) My C64 is 6 years old and is giving me a lot of loading difficulties. Is it because the C64 itself is old or the datacorder is old?
2) Is the transformer on the mains lead meant to get hot? It doesn't on a Spectrum.
3) Will *Crimefighters* ever be converted for the C64?
4) And lastly, will Roger Frames take his glasses to the opticians for once?
Please answer these questions. I am a very frustrated C64 owner.
E J Perdomo, London

1) Your problems are most likely caused by a mixture of both, but the datacorder is the main culprit.
2) The C64 transformer does generate a lot of heat, so don't worry about it.
3) No-one has admitted to owning the licence for it so far.
4) Oh dear. I think I'll pass that one over to the lad himself: Thank you squelch-head. Well Mr Perdomo (is that an anagram?) you obviously haven't seen the cost of spectacles these days. Even those people at Vision Express charge the earth! Why should I get some expensive professional to make a botch job, when a couple of strips of Sellotape salvaged from last years' wrapping paper (as long as it's not ripped why waste money on new stuff) will suffice? I think if you readers were a little more money conscious there would be less moa– Yes, thank you Roger, you can go now…
TMB
And not forgetting me too! (Will I be paid for that?) **RF**



HARD DRIVIN' – TOUGH COOKIES

Please could you answer some of my humble questions which, to you, require little or no thinking to answer (*that's true – TMB*).
1) Is there any chance of getting decent version of Domark's *Hard Drivin'* for the Commodore 64?
2) If so, do you think Domark would release it on cartridge?
3) And will it be any better than the version on the *TNT* compilation?
4) Have you ever been mistaken for a jar of pickled walnuts?
5) How come in *CF1* you said you had lived in a glass jar for four thousand years? I find this very hard to believe because glass in its proper form was not around that long ago, let alone glass jars. Get out of that one! Also I have always wanted to know how you got in that jar in the first place?
6) Brains are grey, not pink (as mentioned in *CF3*), but I suppose if you have lived in a jar of fluid for as long as you say you have you would have turned pink.
J Woodward, Norfolk

1 & 2) Since our initial reports, Domark have stated that they have no plans for a souped-up version of Hard Drivin'*, and that the sequel is destined for the 16-bit machines only. However if, they ever do decide to put* Hard Drivin' *on cart, it would be a total re-write – not just an enhanced version of the mutant that lives inside the* TNT *compilation.*
3) It couldn't be any worse!
4) Have you ever been mistaken for a human being?
5) I never said that I had been living in a glass jar for four thousand years – you just don't read properly do you? Anyway, glass is simply sand particles (various silicates) that have fused together. Glass – in one form or another – has been around a lot longer than you chimp-descendants.

My jar is actually only a few months old. The CF team bought it for me to live in, since my hollow meteorite was starting to disintegrate. Well, what do you expect after all this time?
6) Pathetic boring human brains might be grey. I am a very fetching shade of pink, and the fluid has nothing to do with it. That's simply there to stop me from drying out.
TMB

DRAGON NINJA

I have been a 64 lover for two years now, yet I never purchased a computer mag till I picked up yours. Most mags are about everything else except 64s. So your mag is perfect! (*How true – TMB.*)

I am hoping you (oh mighty one) or your readers can help me. i have been looking for a *Steinberg Pro* 16 or 24 track sequencer program for a year now. If anyone could sell me one I would be over the moon, as no-one here (including shops) has even heard of them. But be gentle with me, I am unemployed. Hoping you'll print my letter. Thanks for the entertainment in CF.
PS: Can anyone get past the Dragon in *The Last Ninja*?

Anthony Heffernan
22 Clifden Drive
Bally Fermot
Dublin 10
Ireland

If anyone can help Mr Heffernan with his Steinberg problem, why not drop him a line?

Oh, not you as well! All right, for you, Robert Larkin and anyone else who's stuck, to get past the dragon on the first level throw a smoke bomb under it's nose. This puts it to sleep and allows you to sneak past.

However, if it's the dragon on level 2 that you're having problems with, you have to use the Ninjutsu magic which you'll find lying around. When you start flashing on and off, you can run past the lizard undetected.

Well, that's enough for one month. I'll be back in CF6, imparting more wit and wisdom. If you have a problem troubling your tiny mind, write to me!
The Mighty Brain

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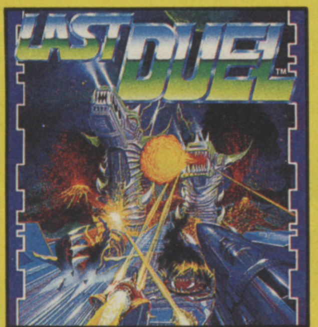
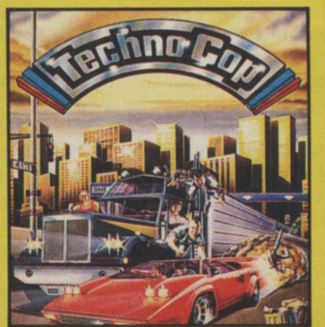
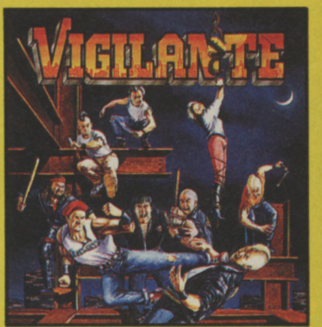
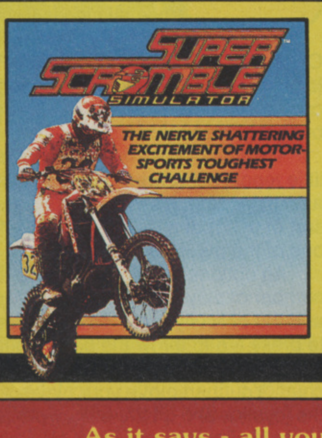
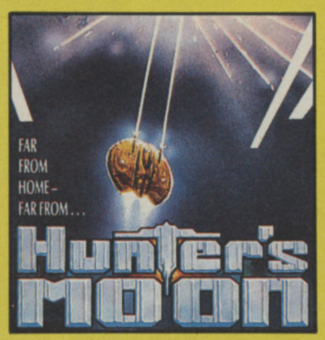
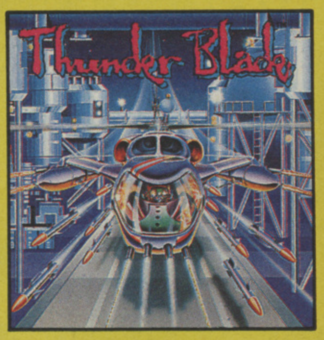







SUPER SCRAMBLE
SIMULATOR
THE NERVE SHATTERING EXCITEMENT OF MOTOR-SPORTS TOUGHEST CHALLENGE


FAR FROM HOME– FAR FROM…
Hunter's Moon


Thunder Blade

As it says - all you need to do is to buy one of these'awesome' new games published by KIXX, and then ...... well the rest is up to you! (But be quick - offer open for a limited period only). Just complete the coupon inside the pack and make the decision as to which one of the 22 (twenty - two) fantastic games you want us to send you FREE OF CHARGE. Send the coupon back to us (by the fastest carrier pigeon!!) post haste and you've got two games for the price of one!

WHAT COULD BE SIMPLER!

Watch out for other selective back catalogue titles which are also included in this GIVE - A - WAY promotion.

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"Just get 'em out by the cartload!"

CARTLOADS OF JOY

Cor! Luvverly, luvverly cartridges, they look good, they feel good. OK so they're ever so slightly more expensive but they're tons better than anything else, right? Well almost. Certainly, cart compilations are just scrummy – several hundred K of games available at the flick of a switch. Want some? We got 'em!

CONSOLE COMPATIBLE
CART COMP

With the C64's slot back in fashion, old games are beginning to re-appear with the new advantage of instantaneous trouble-free load. CF plugs in three of the latest bundles and finds that, at least in one case, swings and roundabouts are the order of the day

POWER PLAY

IN A CART 3

Microprose Soccer, Rick Dangerous, Stunt Car Racer

To start with, *CF* asks the question, who are the Disc Company? We'll continue on a strictly 'need to know' basis and quite frankly you don't need to know. Suffice to say that they produce all manner of computery things and have now started doing cartridge jobbies for the C64 and GS. Their first offering is a compilation called *Power Play* containing three games which made an enormous impact on their first release.

The first game on the cart' is *Microprose Soccer*. It's an arcade footie game (no bland management pap in this one) in which you can either take part in a World Tournament against the computer, or play against a friend – by far the most enjoyable option. The pitch is viewed from above but because it's so large only a small portion is visible at any one time. That's all right, though, because it scrolls ever so smoothly in eight directions.

Players are all computer controlled except the one that is flashing, which you guide around the pitch. If you need to use another chap, pressing fire swaps control. Playing against the computer is good fun but tends to be a little easy, so get a friend round and take full advantage of the game. The graphics are good enough to be fun, as are the sound and the playability.

Second is *Rick Dangerous*, and if you saw the review of *Rick Dangerous 2* back in *CF2* you'll know what to expect. It's a platform game in which you have to battle your way through an Amazonian scene, the Egyptian Pyramids and finally your enemy's fortress. Rick can fire bullets and drop time bombs which are invaluable for solving many of the intriguing puzzles in the game. Before *Rick 2* came out this was one of the best, if not the best, platform game available – fortunately it's only been pushed into second place by its sequel!

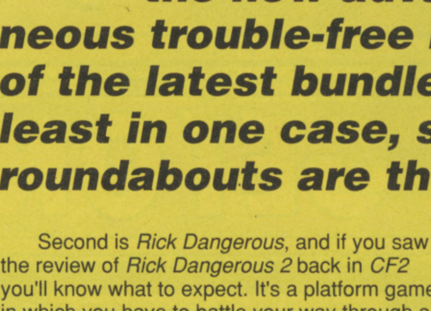
The final game on *Power Play* is *Stunt Car Racer*, a 3D race game of absolutely monumental proportions. The action takes place over eight tracks of varying difficulty. Each track is like a roller coaster in that it's raised high above the ground. The idea is to shoot around the course without falling off or wrecking the car and hopefully to end up in first place. There's only one opponent but this in no way detracts from the game. The feeling of hurtling through the air on the jumps is immense, and when you first play the game it can literally make your stomach flutter, it's that effective.

POWER PLAY

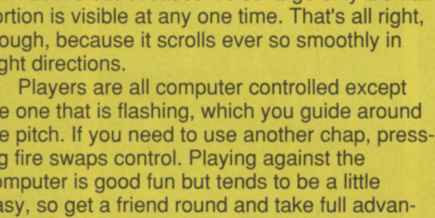
£24.95/THE DISC COMPANY

These three games add up to superb value. They're all brilliant and would be a good buy at forty quid. At £25 – and with that lovely instant access – they're practically being given away.

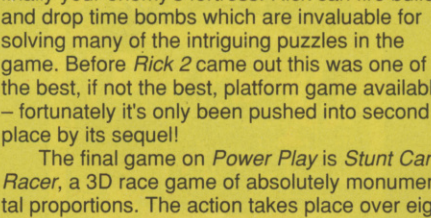
POWER RATING 96%



STUNT CAR RACER
Rash rollercoasting fun



MICROPROSE SOCCER
Still playing the overhead scrolling field



RICK DANGEROUS
Pushing the limits of the platform game

FUN PLAY

IN A CART 3

Pro Tennis Simulator, Pro Skateboard Simulator, Fast Food

The second cartridge based compilation is from... blimey would you credit it, The Disc Company. This one is called *Fun Play* and contains three less heavy-duty titles than its companion compilation, all ex-Code Masters budget games.

The first one is *Pro Tennis Simulator*, a neat little tennis game which doesn't quite come over as outstanding. It's viewed (as is usual with this sort of thing) at a 45 degree angle from behind one of the players.

An options screen allows you to choose the number of players, the number of games in a set and the difficulty level. To serve you merely have to press fire to throw the ball then fire again to send it hurtling into your opponent's half of the court. You then move your player around using the joystick and hit the ball by pressing fire. It's all dead simplistic but plays smoothly and is good for a bit of light relief from the more hectic or complex games that might adorn your library.

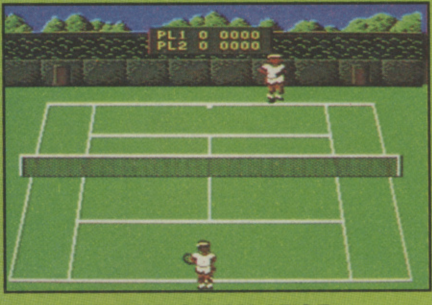
Next on the menu is *Fast Food*. RAAASSSP! Sorry guys but this one is utter crap. It's a *Pac Man* derivative that while looking prettier than Pac is far less rewarding to play. All you have to do is run (horribly slowly) around a small maze picking up various varieties of fast food. On later levels the monsters threaten to kill you but even this shot in the arm for the action isn't enough to make the game anything but appalling. Still, you can't win 'em all.

FUN PLAY

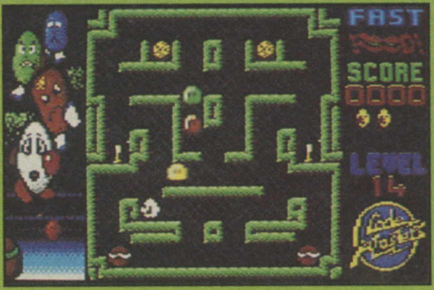
£24.95/THE DISC COMPANY

Considering the poor quality of one of these games, the £25 price tag and the fact that these were all previously budget titles I don't think this one can really be recommended unless, of course, you crave the efficiency of a cartridge.

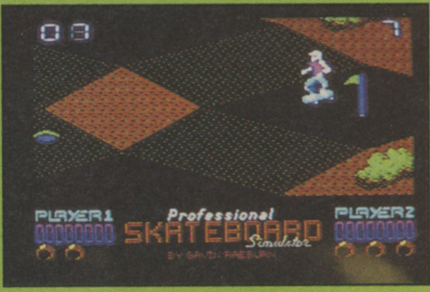
POWER RATING 55%



PRO TENNIS SIMULATOR
The all-weather court awaits your service



FAST FOOD
Make yourself as sick as a greaseburger



PRO SKATEBOARD SIMULATOR
Sun and fun – how it feels with wheels

Last and definitely not least is *Pro Skateboard Simulator*. This one is the jewel in this particular compilations crown (even if it is a rip-off of *720*!). You control a skate boarder who you must manoeuvre around a 3D course collecting flags. Tapping the joystick left and right rotates your character while pushing forwards on the stick sets you in motion. By pressing fire you can make your bloke perform incredibly acrobatic jumps which become vital in later levels where the course contains breaks. Too add to the excitement, the game is played against the clock.

COMMODORE JOYSTICK AND CARTRIDGE PACK

IN A CART 4

Fiendish Freddy's Big Top o' Fun, International Soccer, Flimbo's Quest, Klax

It's all very well if you buy a GS and get your free four-game cartridge but what if you want these splendid offerings and already own a C64? Well Commodore have kindly produced a bundle that contains the introductory cartridge and a console joystick all for £24.95. How does it shape up? Read on.

The first game on this package is *Fiendish Freddy's Big Top O' Fun*. It's a sort of sports event game but set against a circus backdrop. This particular Big Top is in financial difficulty and the evil developer Freddy wants to build an office block on your plot of land. In order to save the circus you must perform each act to a high enough standard so that enough money is raised to keep the business going.

There are five events in all: the high dive, flying trapeze, human cannonball, knife throwing and juggling. Success in each event depends on how dextrous your joystick movements are. The difficulty of each level is increased by the Fiendish Freddy's meddling, often with hilarious results.

What puts this game above others of it's type is the superb animation in each of the acts. Even when you lose, it's fun to watch your trapeze artist plummet or your juggler explode as Freddy mischievously throws you a bomb instead of a ball. This game was almost unplayable in its multi-load cassette incarnation, but has improved beyond recognition by being placed on cart.

Oddly enough, the next offering was one of the first C64 cart games, from way back in '83! *International Soccer* is a fairly standard footie game with the pitch viewed side-on. You can set the difficulty level, play either against the computer or against a friend and you can even change the colour of your kit. Although it's getting a bit long in the tooth now it still holds up pretty well and provides a modicum of enjoyment as an occasional play.

Flimbo's Quest, the third game on this compilation, is a platform game in which you guide the unbearably cute Flimbo through an unbearably cute landscape, kill a number of unbearably cute monsters, collect the unbearably cute scrolls they drop and take them to the unbearably cute wizard. Then it's on to the next unbearably cute level. Okay so it's er... unbearably cute but it's playable and looks gorgeous (*so, you like the unebearable cuteness – Ed*).

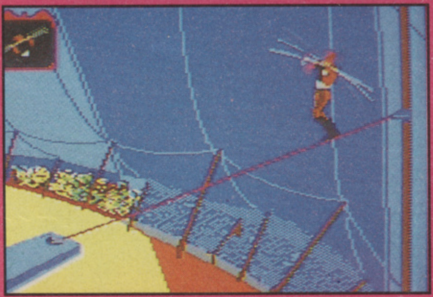
Finally there's *Klax*, a sort of cross between Connect 4 and *Tetris*, where you drop similarly coloured blocks in groups of three or more to remove them from the pile. The play area is drawn in such a way that it appears to come out of the screen at 45 degrees and along it the tiles tumble towards you, rather than drop from a height. *Klax*, as they say, is good but not that good. It's fast and colourful but doesn't really offer anything that you haven't already seen elsewhere.

COMMODORE JOYSTICK AND CARTRIDGE PACK

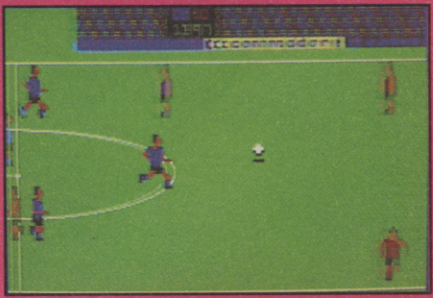
£24.95/COMMODORE

This compilation adds up to fairly good value. All four games are playable to a degree and overall the cart is a fine addition to your collection. In truth the joystick it's packaged with is... well... crap, so make your buying decisions based on the software not the hardware.

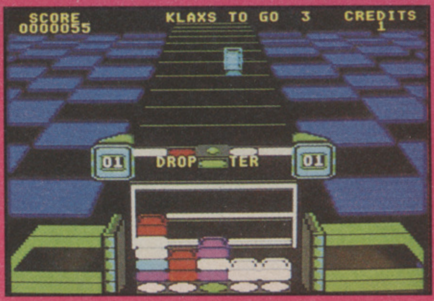
POWER RATING 75%



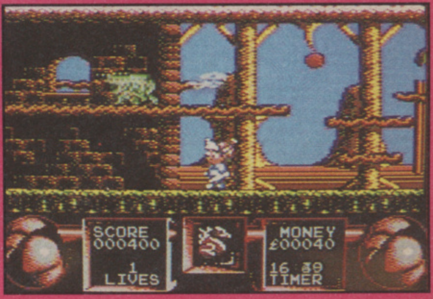
FF's BIG TOP OF FUN
Instant access – instant improvement



INTERNATIONAL SOCCER
Proving that old cartridge games never die



KLAX
For die-hard dexterity fiends everywhere



FLIMBO'S QUEST
Cuteness you'll come back to

SET TO KILL

Commodore FORMAT

DICK TRACY - PLAINCLOTHES DETECTIVE

You're a captain in the Liberty City police force. It's a steady job, but you're hot for promotion. Tired of your blue threads you hanker for the exoskeleton and souped-up armoury of the E-SWAT cyber police! Enhanced Special Weapons And Tactics: mean dudes with a licence to blow very large holes in anything criminal. But to make the grade, you gotta make arrests – the way forward is to catch those crims!

There are three mean dudes on the street who must be slapped behind bars in order for you to work your way through the ranks of the force. With each arrest comes promotion, from lowly Captain, to Assistant Chief, to Chief and finally earning the right to don the body armour and heavy artillery of the elite E-SWAT team.

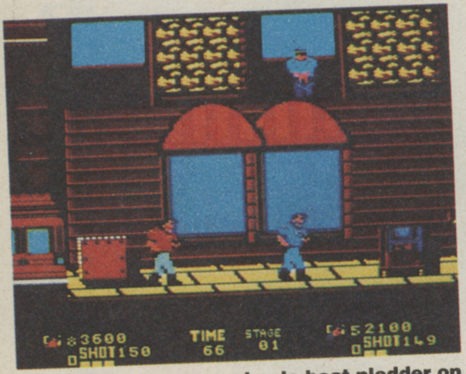
Starting from police headquarters, your quest for commission horizontally scrolls its way left to right into the city and into danger. You – and a buddy, if you so desire – walk and jump through the urban scenes, wiping out crime wherever it appears. And in a city as mean as this, that includes anyone from illegal skateboarders to gun-toting gangsters!

At then end of the scene you come across the target villains who have one or two tricks up their sleeve: prepare for a flame-throwing fatman, a skinny guy with a boomerang of doom, and a bloke who flings a ruddy great anchor, yo-yo fashion, into your midriff. Oucher.

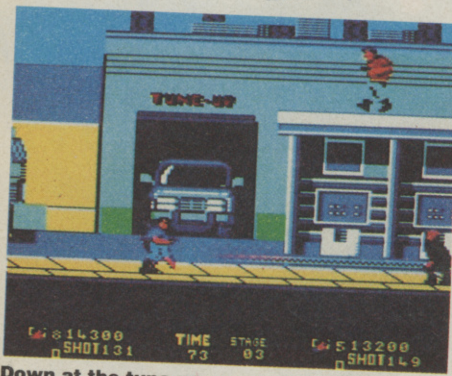
Once this trio of lowlifes are safely in stir, you can climb into your exoskeleton and

ESW

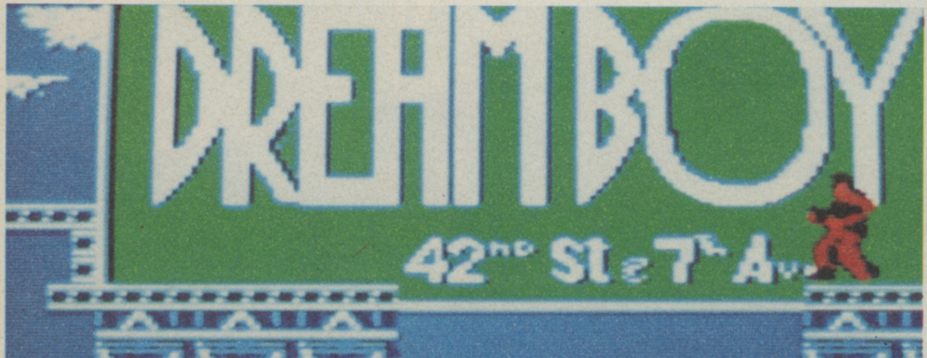
When does promotion come with an exoskeletal armoured suit? When you work for E-SWAT – the Enhanced Special Weapons And Tactics crew, converted from their original coin-op role by US Gold. Well, they're looking for new recruits so our reviewer joined up to see what all the fuss was about...



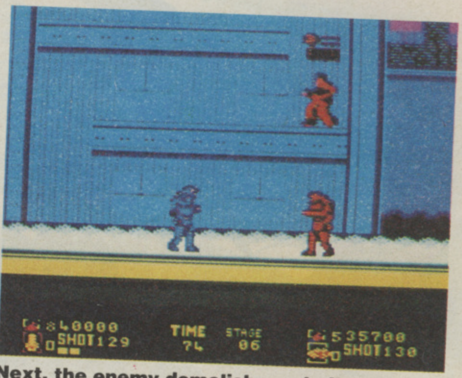
At the start, you're a simple beat-plodder on the trail of small-time criminals – like that window pot-shotter!



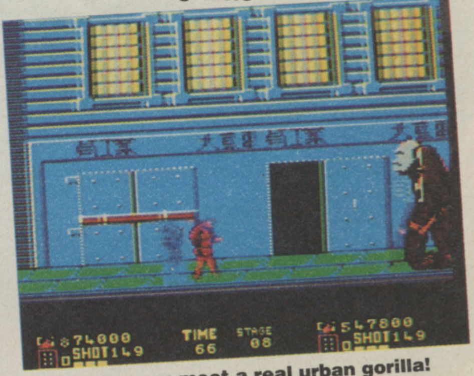
Down at the tune-up garage lies the final barrier between you and E-SWATdom: a psycho with an anchor and chain fetish!



Aah! At last: having earned promotion to the E-SWAT elite, you set out on the trail of the evil mastermind. At this stage, his jump-suited cronies are no match for your superior weaponry



Next, the enemy demolishes a building – while you're still in it! Move left and right to avoid the tumbling floors



Further on, you meet a real urban gorilla! This fella chucks barrels and slaps the floor, which rattles the buildings and you!

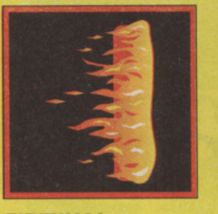
clank off on the game's real objective. The next 12 levels follow your efforts to track down and defeat an evil gangland mastermind, who has secreted himself in an underground complex. (Why is it always an underground complex?)

As you progress through the city, the boss's equally vile cronies do their level best to stop you. Gangs of machine-gunning terrorists, marauding Big Foot-type trucks, razor-clawed tigers and barrel-lobbing gorillas all conspire towards your imminent downfall. The head honcho has even lashed out on some shiny new E-SWAT-style exoskeleton suits for his underlings. These guys pose slightly more of a problem, but are still no match for the City's finest.

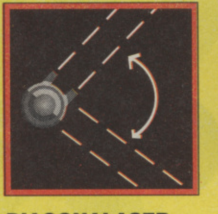
Swatshop

'In this line of work, you can't do a decent job without the right tools. Fine, you've got a 12mm Mk 42 recoil-less Armalyte cannonette, but when you're faced with urban guerrillas (and even angry gorillas) you need a little extra to keep the odds stacked in your favour. That's why I choose General Atomics Superweapons:'

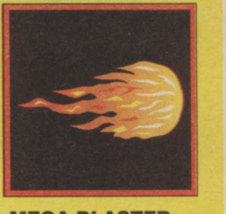
'Waster' McCoy, E-SWAT



FIREWALL
This handy gadget releases a stream of fire that wipes across the screen, damaging any enemies in the area



DIAGONALASER
A stream of laser fire whips out at angles. It's useful for hitting baddies on high perches or pesky laser turrets



MEGA-BLASTER
Emits a single powerful blast. Limited to straight line fire in front and behind, though

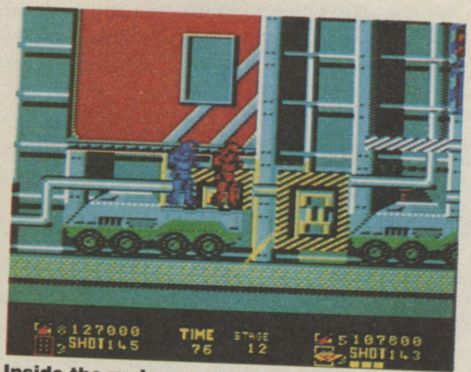
Ammo can be replenished by collecting icons, otherwise your E-SWATter resorts to kicking the baddies; not the most effective way of enforcing the law, I'm sure you'll agree. As well as toting a heavy-duty cannon, you can also collect a variety of super weapons. Jump up to touch the icons which appear and then hold the fire button down to unleash a barrage of serious hurt!

As you near the inner sanctum of the sadist supremo, things start to get quite hairy. His complex is guarded by automated defences such as armed robot trucks, hovering laser bikes, 'wrong-way' conveyor belts and lots of extremely vicious laser turrets. Up until now the game is fairly straightforward, but from here on in you have to be quick on the stick, and even quicker on the fire button!

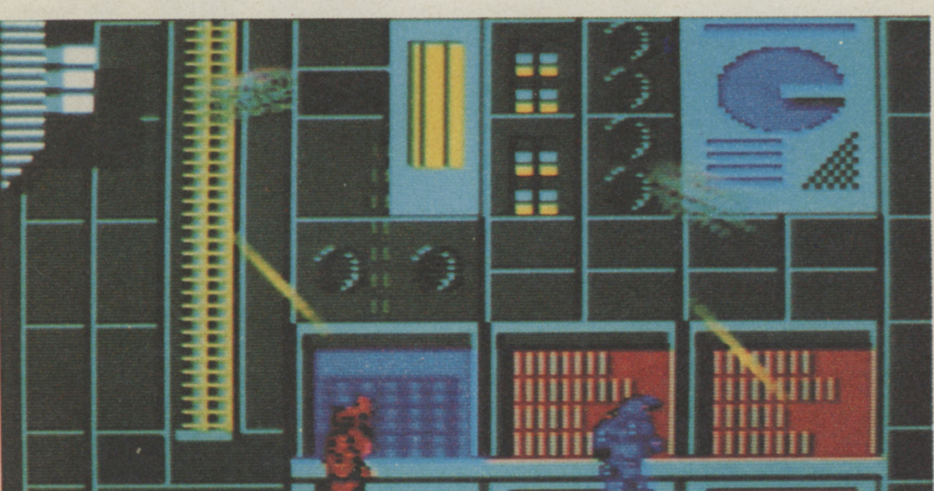
Regular arcade-goers will recognise this Sega coin-op conversion, and while it's a fair representation of *E-SWAT* – all 15 levels – that's about it. The backdrops are nicely drawn, with the occasional bit of parallax, but there are no real frills, bells or whistles. The sprites are chunky, the end-of-level guardians are only bite-sized and the sound effects are nothing special.

But for all its averageness, the gameplay is still quite addictive – especially so in the two-player co-operation mode. The fun factor stands more chance of going off the scale if one of your mates is contributing to the death and destruction. Controls are nice and responsive and the action has just enough variety to keep you on your toes. Certainly later levels get very tricky indeed. Yep, this should keep you E-SWATting away for ages.

STEVE



Inside the underground complex, you run the gauntlet of armoured tanks. Their turrets can only be hit by shooting in mid-jump



Deep within the mastermind's lair, you face a barrage of attack from all manner of fierce opposition. Here, you have to try and down a pair of flying, laser-spitting skulls before they turn you into so much canned soup!

Game	***E-SWAT***
Maker	***US Gold***
Cassette	***£9.99***
Disk	***£14.99***

POWER RATING

THE DOWNERS...

- Takes a while to get going
- Guardians nowhere as impressive as arcade counterparts
- Blocky sprites, poorly animated
- Poor sound effects

100

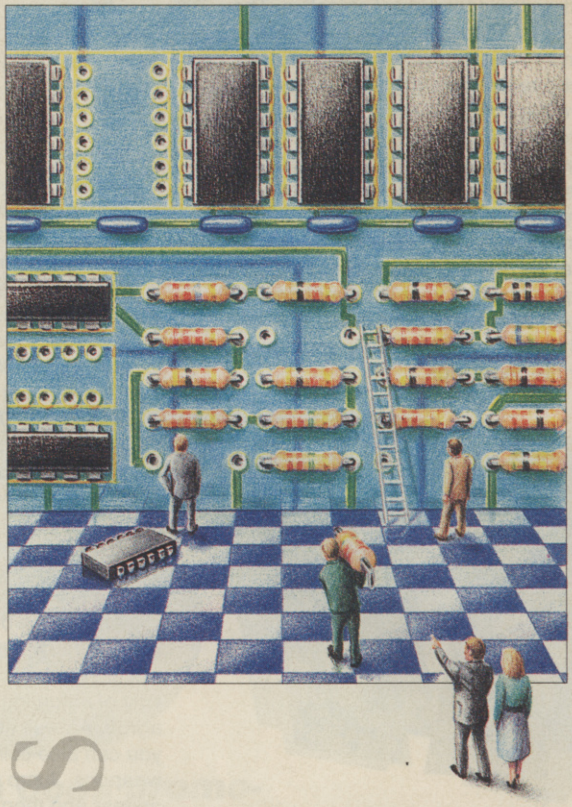
71%

0

- **All 15 levels of the coin-op have been squeezed in, making the mission a long one**
- **Two-player gameplay boosts entertainment factor**
- **Inclusion of collectables and power-ups helps to sustain the interest**
- **Graded difficulty helps you to get started and then keeps you battling away**
- **Backdrops are nicely scrolled, well detailed, very smart indeed on later stages**

...AND THE UPPERS

C64 Repairs



If something is wrong with your Amiga 500 or C64, who better to turn to than the Commodore National Repair Centre.

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INSIDE INFO

Long nights and nothing to do? Technical editor* Paul Lyons *burns the midnight oil with his C64, finding new and clever things to do. Actually, he spends most of his time reading about the new and clever things you tell him. So read on, techy creature thang, and check out some serious snippets...

ER, NO...

Dear Inside Info,

I have a certain problem with my Commodore 64 fours times and now it is going back to be repaired for its fourth time.

The power light goes out and the basic screen disappears, leaving everything blank. Afterwards, the screen and light return. Actually, on the fourth time, it did not even bother to return.

So could you explain why it happens and if you can tell me how to prevent it?
Benjamin Everingham, Rayleigh, Essex

Er, no. The 64 is a complex piece of equipment and can occassionally go wrong. If you have had it fixed four times by the same people and each time the same fault has come back you should be able to claim a free repair as it obviously hasn't been done proerley in the first (or second, or third) place. Your local Citizen's Advice Bureau will advise you if their are any problems (their number is in the Yellow Pages). Alternatively, you could try the official Commodore National Repair Centre on 0733 361216. For a flat fee of £39.95, they will guarantee to repair your 64 within 12 days, test it and return it to you. As an opening offer anyone sending their 64 in before Jan 12th gets a free piece of software.

SIMPLE ADDRESS BOOK

Dear Inside Info,

The program I have included is a very simple address finder using string handling. The idea of the program is that it will allow you to store information in data (ie addresses). You will be able to call up information by:

- Entering the number of letters the word contains, eg COMMODORE FORMAT (16) – include the spaces.
- Enter a word or phrase: eg COMMODORE FORMAT.

If you have entered everything correctly then the address of *CF* should appear. To call up another address you simply hit any key and away you go!

If you need to break into the program for some reason, wait till you're asked to enter the word then type 'STOP'. It does not matter what you typed in when you were asked for number of letters in the word.

In the program I have included only 3 pieces of information. To store more information you will have to change the following lines:

```
20 DIMA$(3)
30 FOR Z=1 TO 3
80 FOR Y=1 TO 3
```

These three lines mainly store the data. When you change them, all the data stored has to be the same:

e.g. say you have 10 pieces of data:

```
20      DIMA$(
30      FOR Z=1 TO
80      FOR Y=1 TO
```

This is how the program would now look. Incidentally, each piece of information has to be stored on a separate line of data.

```
1       REM —ADDRESS FIND
2       REM —BY S. JOL
10      PRINT”<REVERSED HEART
20      DIMA$
30      FOR Z=1 T
40      READA$
50      NEX
60      PRINT “HOW MANY LETTERS DOES THE WORK CONTAIN”:INPU
70      PRINT “ENTER WORD”:INPUT
80      FOR Y=1 T
90      C$=RIGHT$(A$(Y)
100     IFB$=““THEN PRINT “ <REVERSED HEART>”:GOTO
110     IFB$=C$THEN PRINT A$
120     IFB$=“STOP”THEN
130     NEX
140     GET Z$:IF Z$=““THEN
150     PRINT “ <REVERSED HEART>”:GOTO
160     DATA 30 MONMOUTH STREET AVON BA1 2BW COMMODORE FORMAT
170     DATA 6 CENTRAL LANE MANCHESTER M2 5NS
180     DATA 1 ASH HILL DRIVE MIDDLESEX HA5 2AG  SYSTEM 3
```

Shane Jolly, Hull

RESTORATION WORK

Dear Inside Info,

How many times have you run a program that pages in the character set from ROM (all big letters *CF2*) and realised you've made a mistake? So you hit run/stop and restore - nothing happens. This program does away with this:

```
1000 FOR N=49152TO49163:READP:POKEN,P:C=C+P:NEXTN
1010 IF C=1473 THEN POKE766,0:POKE 764,192:RETURN
1020 PRINT"DATA ERROR!":CLR:END
1030 DATA 164,55,133,1,119,129,141,14,220,70,134,227
```

The program is designed as a subroutine, to be used at the beginning of a program.

How it works: The program is 'slotted' in between the error message so that when there is an error message the computer goes to the program that resets locations 1 and 56334 before going to the error message.

But there's more...

```
1000     1Y=Y*3:1X=1NT(X18):BT=2 (7-(X-1X*8)):LO=SL+1X+1Y
1010     IFS=0 THEN B=SGN(PEEK(LO)AND BT)
1020     IFS=1 THEN POKE LO,PEEK(LO)OR BT
1030     IFS=2 THEN POKE LO,PEE(LO)AND 255-BT
1040     RETURN
```

This subroutine allows plots to be ready drawn and deleted. A Sprite editior might be able to be based around this.

Instructions for variables:
SL contains the first location of the Sprite.
X contains the x-co-ordinates - between 0 and 23.
Y contains the x-co-ordinates and is between 0 and 20.
S contains the function 1, 2 or 0.

If it is 0, then input whether that location is 1 or 0 – on or off.
If it is 1 it plots a point and if it is 2 it deletes the point eg:

```
20 POKE 53264,1:POKE 53248,24:POKE53249,50:SL=832:POKE 2040,SL/64
30 R=180/PI: S=1:FOR A= 0 TO 360 STEP 3
40 X=INT(12*SIN(A/R)+12)
50 Y=INT(10.5*COS(A/R)+10.5)
60 GOSUB 10000
70 NEXT A
80 POKE 53271,1:POKE 53277,1
90 GOTO90
```

Steward Monteith,Westfield, Glasgow

STOP THE HACK ATTACK II

Dear Inside Info,

I was interested to read the bit in *CF3* about 'Stop The Hack Attack'. However, there's a way around those POKEs by resetting the machine and doing an 'OLD FROM NEW' (as every good hacker knows). To stop people from resetting your programs, use the program listed below which places a small routine at $8000 (hex). Now whenever someone tries to use their paper clip/reset switch (or even a warm start) they will get a flashy border and a message. Hope this helps. Personally I'd use a combination of POKES and anti-reset, you can never be too secure.

```
0  REM ANTI-RESET/PAPER CLIP PROGRAM
10 FORA=32768TO32810:READB:POKEA,B:NEXT
20 DATA9,128,9,128,195,194,205,56,48,162,0,189,31,128,240
30 DATA6,32,210,255,232,208,245,238,32,208,32,179,238,76
40 DATA22,128,147,78,79,32,72,65,67,75,73,78,71,0
```

Henry Fong, Liverpool

TAPE TO DISK

Dear Inside Info,

My son and I became owners of the Commodore 64 Systems last Christmas. We both have a selection of games on tape but we have now become a proud owner of a Commodore disk drive, which we share, however we have a slight problem.
We have not had much knowledge of computing and therefore we don't know how to transfer our tapes on to disks.
I would be grateful if you could help us as our games are a pain to load at times.
A S Dugard, Yiewsley, Middlesex

Well copying your own BASIC programs from disk to tape is very simple. Load the progam into your C64, then type SAVE "PROGRAM NAME",8,1 and press RETURN. Computer shops and Public Domain Libaries have programs that will speed this process up for you.

However, copying commercial software, be it games or 'serious' stuff is illegal. Even if it's only for your own use. Even if it's only as a backup. Very occxasionally some producers allow it, but if they do, it says so specifically in the manual. I'm afraid, short of buying copies of your existing games on disk you'll just have to

TABS AWAY

This next little prog is from Geoff Holland in St Helens. Geoff is er, well nearly as old as Stevie J, and although his program is simple: it works and shows that it never to late to start programing your 64.

After going to pick up my usual mag, I noticed something on the shelf that said, 'Got a 64? Then get this!' – so I did. Got home after bumping into a few lamp posts (because I was reading your mag and not drunk) and said to my wife, 'This mag is brill.' I filed my usual mag in the out tray (some people call this a bin) and I thought, 'I'll cancel YC and get *CF* instead.' This is about the third one I've tried. One was more Amiga than 64. The other did nothing but insult me when I wrote to them. So you could say, I've tried the rest and now buy the best.

Although what I know about computers you could write on the back of a postage stamp with a JCB road digger (but I'm learning), I've written a small program for you. It's a nice way to use the tab command.

```
5  PRINT "SHIFT &CLR/HOME)":POKE 53280,0:POKE 53281,1
6  PRINT "    PRESS A KEY AND THEN ANOTHER ?"
7  FOR X=1 TO 1500:NEXT
8  PRINT "(SHIFT & CLR/HOME)"
10 FOR I=1 TO 36
20 PRINT TAB (I);"<CONTROL+R> CF":PRINT TAB
   (38-I);"<CONTROL+R> MAG"
30 GOSUB 100:GOSUB 200
35 NEXT
40 FOR I-36 TO STEP-1
50 PRINT TAB (I);"<CONTROL+R> CF":PRINT TAB
   (38-1);"<CONTROL+R> MAG"
60 GOSUB 100:GOSUB 200
70 NEXT
80 GOTO 10
100 PRINT TAB 918);"<CONTROL+R> FAB"
110 RETURN
200 GET A$:IF A$=" " THEN 200
210 RETURN
```

Geoff Holland, St. Helens

MORE FONTS

Dear Inside Info,
Regarding your program FONT FEVER *CF* issue 3. The following program creates a full new char. set with a very short progam.

Line 5 changes screen colour.
Line 6 activates new char.set.

It's best to use light colours and don't change the character colour. Please print this as I want mega stardom!!
Martin Fitzpatrick, Tyne and Wear

```
1   REM CHAR. SET BY MARTIN FITZPATRICK
2   REM @1990 HYPER INC. DANGERMOUSE
3   REM WRITTEN FOR C.F.
4   PRINT " S^:REM CLEAR SCREEN/CURSOR
5   POKE 53280,1: POKE 53281,1
6   POKE 53272,21: POKE 53270,25
7   PRINT "COMMODORE FORMAT IS FAB"
8   GOTO 7
```

Mega Stardom – your wish is granted...

TWO FROM AN EXPERT

Dear Inside Info,
I have just bought my first copy of *Commodore Format* (*CF3*) and I found that it is the best computer magazine around. It has all the features anybody could ask for. I especially like the Inside Info section.

I've been a very proud owner of a Commodore 64 for 7 years and since I have carried out a lot of programming experiments, so I thought I'd send in two of my many program listings.

PROGRAM NO 1

This program gives you a closeup view of the bit pattern of the lower-case characters. If you want to see the upper-case instead,the address in line 20 must be changed from 55296 to 53248.

```
0 REM *************************
1 REM * BY YURA NALEPA *
2 REM *************************
3 REM
4 DIMM(7)
5 PRINT"  " : POKE 53280,6:POKE 53281,6
7 PRINTTAB(11);"--LARGE CHARACTERS—"
8 PRINTTAB(11);'——————————————————-"
9 PRINTTAB——————————————————————————-"
10 INPUT " ^^^^^^^^^^^^^ ENTER CHRS NUMBER   (1-1279) ^^^^0^^^^^";C
15 IF C<1 OR C>1279 THEN 10
20 AD=55296+C*8
30 POKE 56334,PEEK(56334) AND254
40 POKE 1,PEEK(1) AND 251
50 FOR I=0TO 7 : M(I)=PEEK (AD+I):NEXT
60 POKE1,PEEK (1) OR 1
70 POKE 56334,PEEK(56334) OR 1
75 PRINT "^^^^^^^^^^^^^^^^^^^ "
80 FOR  I=0TO7: TOOSTEP -1
90 IF 9M9I0 AND2J)THEN PRINT"^^^^"; : GOTO110
100 PRINT "   ";
110 NEXT J ; PRINT : NEXT I
120 PRINT " HIT A KEY" :POKE 198,0: WAIT 198,1 : GET A $: C=O:GOTO 5
```

PROGRAM NO 2

This routine will renumber a program; must start it with RUN 63900. Use high line numbers to be sure that the routine stays above the end of the program being changed, because the routine will not renumber itself. When the routine has finished renumbering the program it will print 'OK!!', which means that it has finished.

```
63900 REM * BY YURA NALEPA *
63910 REM *************************
63920 BA=PEEK (43)+25 *PEEK(44)
63930 INPUT "STARTING NUMBERS";SA ; INPUT "INTERVAL ";SW
63940 HI=SA/256:LO=SA AND 255
63950 A=PEEK(BA+2)+256*PEEK(BA+3)
63960 INFA=>63900 THEN PRINT "OK! ! "END
63970 POKE BA+2,LO:POKE BA+3,HI
63980 BA=PEEK(BA)+256*PEEK(BA+1) :SA=SA=SW
63990 PRINT SA-SW SA"="A "="A GOTO 63940
```

Yura Nalepa

WHOOPS...

Dear Inside Info,
I am writing in to you with a correction to your FONT FEVER progam on p45 (issue 3). Line 130 and line 200 should both read as follows:

```
130 UG =12288: CG  =53248: REM NO POKE
statement is needed

200 POKE 56334, PEEK (56334) OR 1:REM
NO 5 is needed in the brackets
```

Please let the readers know of these changes. Also as a bonus, I have sent in a listing to change the font to shadow writing which the readers might like to try out.

```
220 FOR   CC=1      TO 26
300 DATA 126,. 2, 34, 58, 2, 34, 34,0
310 DATA 124, 2, 18, 4, 2, 18, 4, 0
320 DATA 126, 0, 32, 32, 32, 32, 62, 0
330 DATA 124, 2, 34, 34, 58, 2, 4, 0
340 DATA 126, 2, 32, 56, 0, 62, 2, 0
350 DATA 126, 2, 32, 56, 0, 32, 32, 0
360 DATA 126, 2, 32, 32, 38, 58, 2, 0
370 DATA 102, 34, 34, 58, 2, 34, 34, 0
380 DATA 126, 2, 8, 8, 8, 110, 2, 0
390 DATA 126, 2, 8, 8, 8, 104, 40, 0
400 DATA 98, 34, 36, 40, 8, 36, 34, 0
410 DATA 96, 32, 32, 32, 32, 62, 2, 0
420 DATA 102, 18, 2, 34, 34, 34, 34, 0
430 DATA 102, 50, 10, 42, 42, 34, 34, 0
440 DATA 126, 2, 34, 34, 34, 58, 2, 0
450 DATA 124, 2, 18, 12, 8, 8, 8, 0
460 DATA 124, 2, 34, 34, 42, 58, 2, 1
470 DATA 124, 2, 18, 12, 40, 36, 34, 0
480 DATA 124, 2, 32, 60, 2, 66, 58, 0
490 DATA 126, 2, 8, 8, 8, 8, 8, 0
500 DATA 102, 34, 34, 34, 34, 34, 26, 2
510 DATA 66, 66, 66, 34, 34, 4, 8, 0
520 DATA 66, 66, 66, 66, 74, 74, 74, 0
530 DATA 66, 66, 36, 8, 20, 34, 66, 0
540 DATA 102, 18, 4, 8, 8, 8, 8, 0
550 DATA 126, 2, 4, 8, 16, 62, 2, 0
```

Andy Gibson, Cambuslang, Glasgow

Thanks for that one Andy. A couple of readers had noticed that a typing error had crept in, but you were the first to write in with a correction. The Inside Info section is written by typing all the programs into a C64 and then re-typing the corrected versions into a Macintosh system which we use to produce CF; and er, yes there have been a couple of mistakes on the re-type. However, using the miracles of modern science and a few bits of cable soon Inside Info will have (the first?) C64 to Macintosh link system guaranteeing that if it works on the Commodore it'll work in the mag. Wow!

We want info

If you have techy tips, queries, advice, programs, anything you think would have a good home here at Inside Info, let us know. Send your juicy material to: Inside Info, *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW and remember to provide us with your name and address. We have lots of prizes in our techy grotto for the valuable help you provide to other readers. But please remember, we cannot reply to personal enquiries, even if you enclose an SAE.

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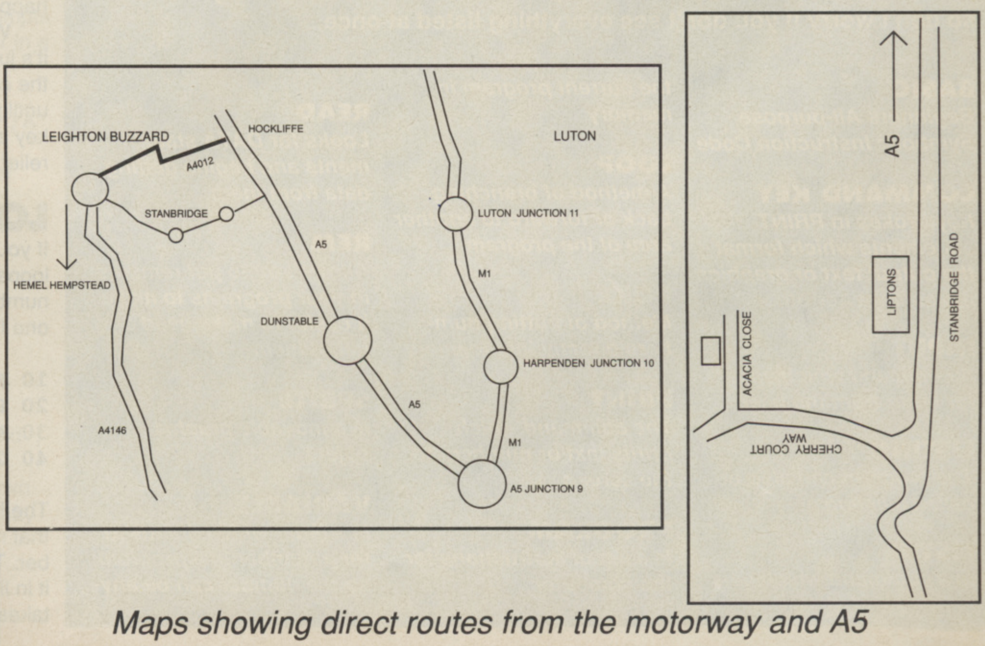

Maps showing direct routes from the motorway and A5

BACK T
BASIC

Unleash the real power of your Commodore 64 with the help of Phil South. A month by month complete beginner's guide to programming in Basic starts here. Let's go...

In this series, we'll be looking at Basic and teaching you step by step how to use this simple and yet powerful computer language. Month by month you'll learn how to use sprites for games, how to make music using the built-in synthesiser, and even how to create more serious programs too.

But don't worry, even the serious stuff is gonna be fun! And we'll take it a stage at a time too, no rushing ahead and leaving you behind. But for those of you who want to have homework to do, I'll be setting problems for you to figure out while you wait for the next issue. So by the end you should have a firm grasp of Basic and be able to run up a quick program to do any task you like, from a game program to a satellite tracking station... Well, maybe we'll do more in the games line, but you get the idea.

So the crack is, just type in the listings and see what happens. Learning a new computer language can be fun, so don't worry if you can't get the idea right away. Just follow the listings and type them in exactly as they appear on the page. Every bit of punctuation is important, so don't miss anything out. If you don't understand something, leave it and move on. Try changing things in listings and see what happens. You can't break anything by messing around with programs, so go ahead, get your hands dirty. Except perhaps your brain, but that's your problem.

C64 BASIC V2

Basic, standing for Beginners All-purpose Symbolic Instruction Code, was designed with beginners in mind, allowing what is virtually English language input to be used to make computers do things. For example if you wanted to print something on the screen, you would just say PRINT followed by what you wanted on the screen in inverted commas, like so:

```
PRINT "Hello World"
```

This would print the words Hello World on the screen. This is a very simple example, which if you've got a spare minute you can tap into your C64 and try out. Go ahead. Now then, wasn't that fun. Congratulations! You've just written your first Basic program. Seriously though, PRINT is one of the most used commands in Basic, because it is the way the computer communicates its wishes to the user in any program. So learning PRINT is one of the biggest steps to a good understanding of the language.

So programs in Basic are like a list of instructions, which the computer follows in order. Each program line has a number, like so:

```
10 PRINT "Hello World"
20 GOTO 10
```

and these numbers identify the lines and tell you which order the instructions will be executed. In the last example we can see another command, GOTO, which in this case is sending the computer back to line 10 to execute that line again. Type this one in and see what happens.

Woah! Don't panic, nothing's gone wrong, it's just what you call a "loop". This means that the computer continues to do this program until you press the RUN/STOP key. Hit that key and the program will stop. Phew, that's a relief.

LOOP THE LOOP

If you are programming a repetitive task then loops are handy things, allowing you to add numbers together as fast as you like. Try this one for size:

```
10 A=0
20 PRINT A
30 A=A+1
40 GOTO 20
```

The letter A is what we call a "variable", and that means that the letter A represents a number. The number in this case was assigned to it in line 10, ie. 0 or nothing. The last program takes a number, called A, and adds 1 to it over

CONTROL ROOM

Here in the control room we have a listing of all the control keys so that you can see what each key means in a PRINT statement. If you see an odd symbol in a listing, look down the list until you see it and push the key marked next to it on the list. We'll update the Control Room every month, so don't worry if you don't see everything listed at once.

BASIC
Beginners All-purpose Symbolic Instruction Code

COMMAND KEY
Keystrokes in PRINT statements which format the output text or graphics in some way or other

INPUT
A command which asks for input from the user

LISTING
The program can also be called a listing

LIST
Is a command which lists the current program in memory

LOOP
A method of branching back or forward to another area of the program

POKE
Method of putting numbers directly into memory

PRINT
The command which prints text or numbers to the screen

PROGRAM
Is a list of instructions for the computer

READ
Looks for DATA statements and begins getting data from them

REM
Allows you to put remarks in your programs to make it easier to make head or tail of them

SPRITE
Is a movable graphic object

VARIABLE
Is a letter which stands in for a number in a program, so the number can be any-

TO

and over again. The computer will keep adding numbers to the screen until you press the RUN/STOP key, or the Earth blows up, whichever's the sooner. The trick is that we send the computer back to line 20 at the end, rather than line 10, so rather than being set back to 0 the amount of A keeps going up. For your future reference, this method of sending the computer back and forth in the program is called "branching". To remember this, think of a branch on a tree, and where the branch forks away from the trunk, this is the GOTO instruction, diverting the "flow" of the program to another place. If the GOTO wasn't there, what would happen? Well, the program would print the first value of A and then end. The PRINT command is above the A=A+1 line, so the first 1 is actually added to A, but not printed, so you never see it.

STRANGE SYMBOLS

Oh yes, and while we're talking about PRINT again, you'll see a lot of strange symbols in PRINT statements over the next few months, and these could stand some explaining. Once you've typed a " symbol in a PRINT statement, the keyboard keys are in PRINT mode. The symbols are normal keys like CLR, INS, cursor up, that sort of thing. But in the context of a PRINT statement, they change their meaning to be 'control keys'. Control keys tell the computer where to print the following text and in what colour. For example:

```
PRINT "[red] [cursor down] Hello"
```

prints the word 'Hello' in red, and it prints it a line lower down than it would have if you hadn't put the cursor down symbol in there. To help you interpret the listings as we go along, you will find a useful guide to control keys under the heading Control Room.

INPUT is another essential keyword to get used to. This command takes some input from the user and acts on it. The command prompts the user for input, then stores their answer in a variable like so:

```
INPUT "Please input a number:";A
```

The computer takes what the user types in and stores the number in variable A. From then on you can examine A and do all kinds of things to it like add and multiply.

MATHS AND THE SINGLE 64

To perform functions on numbers and variables, you need to use special notation. Adding and subtracting are done with + and -, just like normal. But multiplication is represented by a * symbol, and division is shown by a / symbol. Therefore if you wanted to say divide 6 by 2 you would say:

```
A=6/2
PRINT A
```

STEP BY STEP

Every month, the Step By Step box will summarise the points covered in that issue. Take your time and have fun.

① Commands in Basic are very much like normal English.

② Programs are written in lines. A line contains one or more commands.

③ Lines of a program are numbered so that the computer follows your instructions (commands) in a specific order.

④ The most important command is PRINT. Write what you want the computer to print between double quotes ("") after using the PRINT command.

⑤ A loop consists of one or more commands which are carried out repeatedly. The command used to set up a loop is GOTO.

⑥ A variable is a letter or a letter followed by a number (but never a number first or on its own) which repesents any number you like.

⑦ If you want to change the value of a variable while a program is running, you use the command INPUT.

⑧ Include REM statements in your programs to indicate what the program (or a specific part of the program) does.

See? Or if you wanted to multiply 100 by 4.5 you would type:

```
Z=100*4.5
PRINT Z
```

You notice I changed the variable there? Good, just checking to see if you're paying attention. Variables can be any letter or combination of letters and numbers, but not numbers. Like so:

A1
Z
ZX
D4

are all legal variables but:

12
3M
5Z

are not. Finally, in sums you can use brackets to break up formulae and make them more meaningful. Like for example if you wanted to do this:

5*6/9

it might be better to do it like this:

5*(6/9)

Try writing some sums in basic, and try using the INPUT and PRINT statements to get numbers from the keyboard and show the results of your calculations on the little blue screen.

STRANGE REMARKS

Just before we go, I should mention the REM command too. This is for REMarks in the text of a program, usually to show someone who's never seen the program before what's what. Everything you type after the REM statement is ignored by the computer, so you can slip little notes into the program. See if you can see the REM statements in the listing this month and see if they tell you anything useful about the program.

That's about it for this month. Next month I'll be showing you how to get more flashy with your sprites, and how to shift more information around your screen and around the memory of your computer. Until then if you have any questions about Basic, why not drop me a line at **Back To Basic, *Commodore Format*, 30 Monmouth Street, Bath BA1 2BW**, and I'll see what I can do for you. See you then!

HOMEWORK PROB NO. 1

For those of you who can't resist a little walk into unknown territory, (you brave adventurers you) here's this month's problem. Write a short program which takes a pair of numbers from the user and either adds, multiplies, divides or subtracts them, depending on a selection from the user. So they type in, say, 5 and 6. Then the computer asks if you want to +, -, * or /. Then the computer confidently provides the answer. I'll give you my answer to the problem next month, but meanwhile have fun.

CF COMPETITION WINNERS

They've done it again! Just giving stuff away! It really makes me mad: I remember when you could go shopping, visit the pictures, have a meal, go clubbing and still have change from a tenner. What this has to do with competitions isn't entirely clear but, well, it makes me mad...

KEEPING UP WITH THE JONESES

What a ludicrously difficult competition this proved to be! We only wanted the correct answers to five really easy Lucasfilm-related questions. But they really stretched you. Here, for the quadrillions of people who got it wrong, are the answers:

1) What was George Lucas' first movie?
His first theatrical release was THX 1138.
2) What was the first George Lucas movie to feature an unknown actor by the name of Harrison Ford?
Nope, not Star Wars like nearly everyone thought: it was American Grafitti.
3) What is the name of George Lucas' ranch?
Eeeeas-ey: Skywalker Ranch.
4) What was the first Lucasfilm game?
This was a bit tricky, so we were accepting either *Ballblazer* or *Rescue On Fractalus*.
5) What is the greatest film ever made? Is it:
a) Carry On Up The Khyber
b) Star Wars
c) Passport To Pimlico
Of course the answer was c). Er... b). Sorry.

So now you know. The first prize bundle of assorted US Gold/Lucasfilm goodies – including an Indy film poster signed by George Lucas – goes to (drum roll...) **Jason Harris** of **West Bromwich** in the West Midlands. Well done Jason, you have now become the envy of all your mates in one swift move!

There were also ten runners-up prizes of copies of *Night Shift* (which scored a whopping 80% in this issue!). And just which readers managed to get one of these? Read on, winners...

William Rodgers, West Sussex; Faisal Qureshi, Cheshire; Greg Nicholas, Cardiff; Joe Nicholas, Cardiff; Alex Whitelaw, West Lothian; Chris Cutmore, Essex; V Kerridge, Gateshead; Paul Heslop, Cleveland; Kristan Bullett, Huddersfield; Henry Fong, Liverpool.

WORRY A WEBSLINGER

This strange competition tasked you with designing a worthy adversary to Spiderman. As ever, no-one actually read the competition that closely so we recieved lots of super heroes as well as super villains. Still, in the end we chose 19 runners-up and a first prize winner. The fortunate chappy who strolls off with the Marvel magzine stuff is **Mr K Large** form **Rolleston-on-Dove** in Staffordshire, who awed us with his sad tale of Sam Smith...

Standing just 4'11" in stocking feet, bespectacled mouse-like Sam Smith – a traffic warden by day, but by night transforms into... ZX81 Man! He had been nicked on his little finger by a radioactive Z80 chip as he assembled his computer many moons ago.

Unfortunately, his criminal-catching record is nothing special due to the fact that on becoming ZX81 Man Sam becomes colour-blind and deaf due to his little computer having no colour or sound!

The ZX81's small memory has an affect on Sam's brain as he can't remember a lot – like his name, address, why he's wearing his underpants over his Mum's woolly tights...

Apart from running ten times slower than his normal day-to-day life, Sam – or ZX81 Man – is a match for, er... almost anyone!

Signed ZX23 Man
Sam Sm... erm?

Wonderful stuff. You'll make a *CF* writer yet.

The 19 runners up are: **Peter Towns, Newcastle Upon Tyne; Simon Downie, Hull; David Rad, Formby; Mike Burgess, Northants; V Kerridge, Gateshead; Glenn Bunyan, Dyfed; Ian Walker, Barnsley; Aaron Walter, Barnstaple; Toby Noble, Sevenoaks; David Archibald, County Londonderry; David Steele, County Down; Julian Chris Ransom, Hull; Paul Suggett, Cleveland; Nelson Moore, Dorset; David Hodrien, Solihull; David Spillman, Brighton; R Tamayao, Westminster; David Spillman, Brighton; R Burns, Glasgow; and Richard Light, Hitchin.**

HAVE YOU FOUND YOURSELF?

We know. It's a miserable feeling when you check over the page for the umpteenth time and your name still isn't there. But be positive, people. There's a simple solution. Keep entering our competitions – there are plenty more to come. Until next month (and we'll have another load of winners for you then), congratulations to everybody who got something, commiserations to those who didn't. Stay happy.

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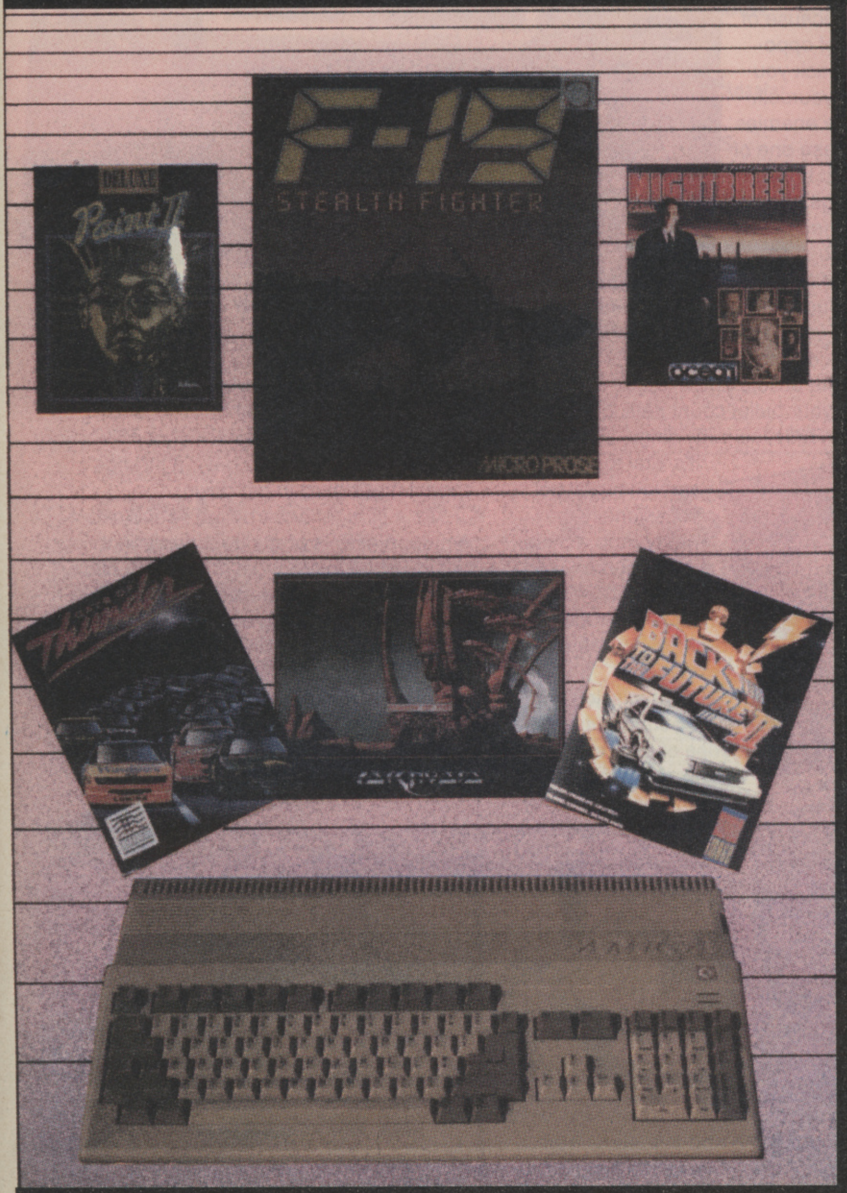

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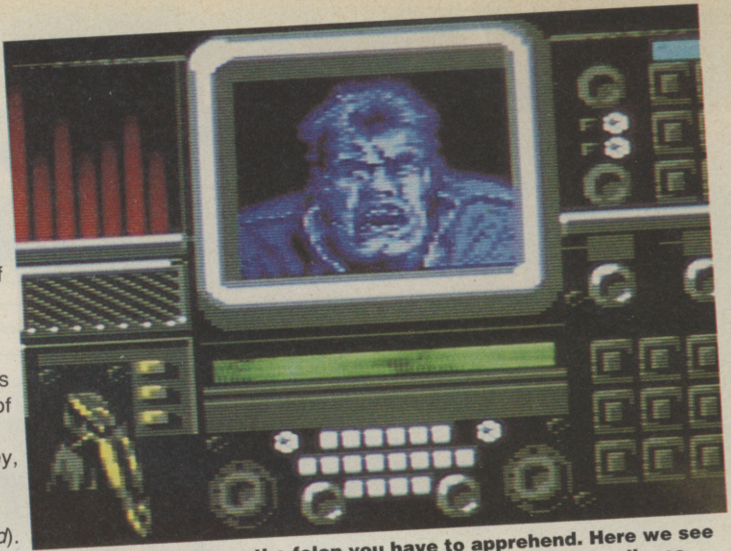
NARC

I blame the parents. If they'd given their kids a sharp clip round the ear and sent them up the wooden hill without their cocoa this would never have happened. But it's too late, they got in with a bad crowd and ended up dealing hard drugs and murdering people. They call their organisation KRAK and work for a Mr Big – a decidedly odd character for reasons which are explained later.

Your mission then is to give these naughty boys the spanking they so richly deserve in the form of an extremely violent leaden death. The gameplay is wonderfully simple: guide your NARC agent through 12 scrolling areas and shoot lots of people – hopefully before they shoot you.

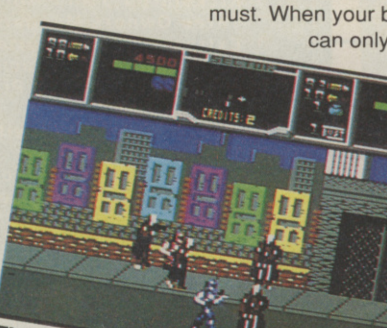
The game can be played solo or in one of those pleasant co-operative simultaneous two player mode jobs. Both hard-men are armed with rapid-fire machine guns with which to decimate the evil druggy forces and can walk, jump and crouch (toggled via the keyboard) whilst firing simultaneously. Each manoeuvre comes in handy at different times. Crouching is useful for disposing of the vicious Rotweillers that go for your throat and jumping helps avoid the enemy's firepower.

At the start of each level a scanner appears showing a picture of the cad you are supposed to apprehend (from the Latin 'appre' to shoot now, and 'hend' ask questions later). This is excellently portrayed with the bad guy's mugshot materialising impressively on the screen.


This scanner displays the felon you have to apprehend. Here we see 'Fingers' Jarratt, wanted for gross stupidity and criminal ugliness

Once you enter the level, a multitude of villainous-types pour onto the screen and must be wasted forthwith. It sounds simple but because of the number of opponents firing back you often get hit yourself.

When the enemies die they release one of several items: bullets, missiles, drugs, money, arms, legs, their guts (*Ah… are you sure about the last few? Ed*). Picking up drugs and money gives you extra points but if a choice has to be made the bullets and missiles are a must. When your bullet count gets low you can only fire puny single shots so it's vital to keep the ammo topped up. Occasionally the enemy drop a pass, clearly marked 'Safe' (huh?) which must be picked up in order to enter the next level.



They look like filthy flashers but are in fact hardened gun toting drug pushers. Either bust them or blow them away

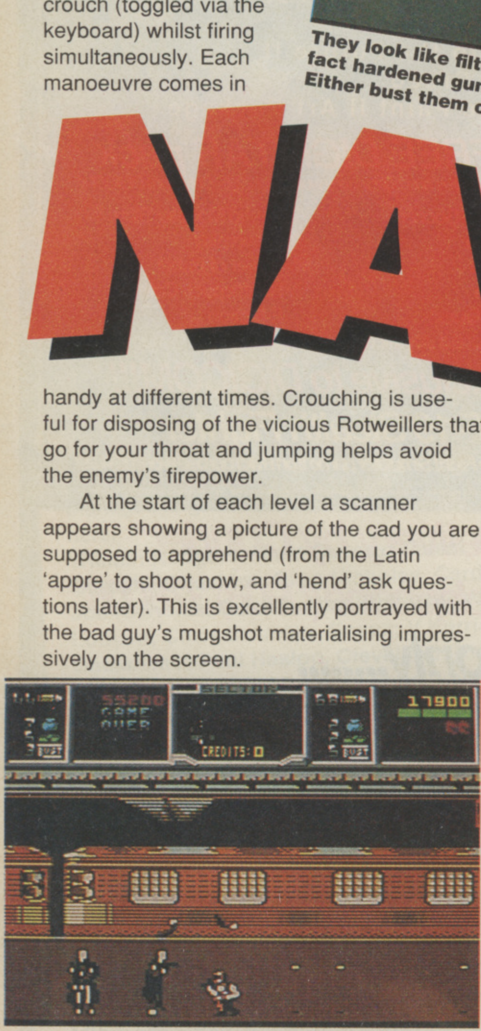
Your mission takes you through a series of different venues, from the junk yard, through a subway station, to the drugs lab and nursery (where they grow exploding Cannabis plants!) and finally onto Mr Big's hideout itself. The backdrops are all nicely drawn and varied, but there's nothing really outstanding, visually.

On the way you meet a variety of bizarre opponents. Kinky Pinky is a knife wielding clown, Spike Rush throws hypodermic needles, Joe Rockhead tosses boulders at you and, as if that wasn't strange enough, Mr Big first attacks you from his wheelchair then turns into a large disembodied head who coughs fire at you! These sprites are generally blocky but move quite well and have a strange appeal that's hard to pin down.

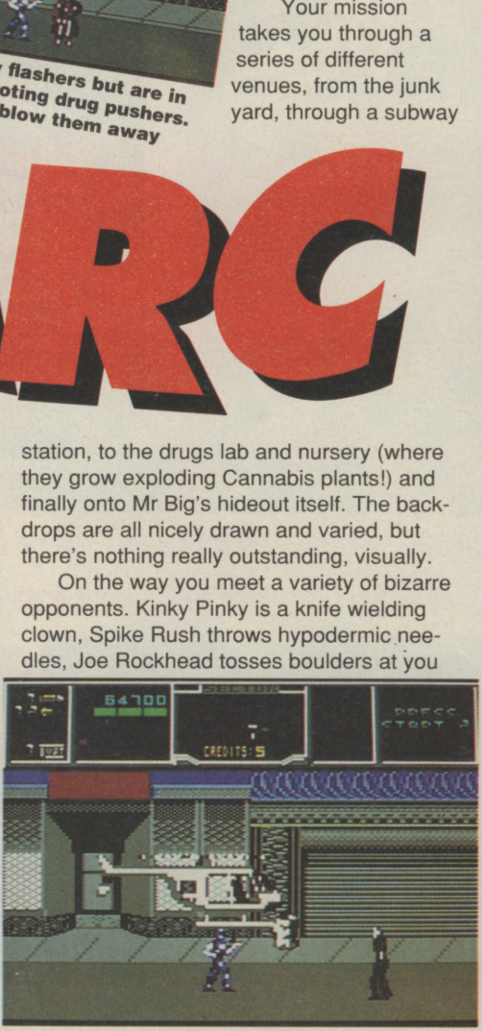
As a straightforward high speed shoot 'em up, *NARC* is pretty good: a decent conversion of an average coin-op. The action is fun for a while because it's uncomplicated and fast, helped along by a racy soundtrack, but the mindless blasting grows repetitive.

NARC will sell in bucketloads but if you prefer a more challenging blast, beware. You may find that this doesn't come up to scratch.

ANDY



Down in the tube station at midnight. When you use the rapid fire option, you can sit back and chuckle as the baddies' limbs rain down



Er, Annabel Croft has turned up on her latest treasure hunt. I'd love to watch your bottom wobble dearie, but no can do... BLAM!

Game	**Narc**
Maker	**Ocean**
Cassette	**£10.99**
Disk	**£15.99**

POWER RATING

THE DOWNERS...

- The action is a little repetitive to say the least.
- The game lacks depth: even though you have a range of movement options, it's possible to progress without using most of them
- Not a very tough challenge

100

66%

0

- **Action is fast moving and constant – a real test of joystick waggling stamina**
- **Attractive graphics**
- **Visual features change in almost every level**
- **Main character is very agile allowing you to whizz randomly around in a violent and enjoyable blast**
- **Always more fun to play with two**

...AND THE UPPERS

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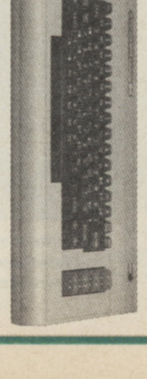

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Yet another desert circuit forged by manic deathwish drivers is the scenario for Gremlin's latest release. But our reviewer burns some rubber on the twisting dirt track, walks through the warehouse and finds himself examining a winning formula. (It's just come to the editor's attention that these two icons look lonely and the rest of us agree)

SUPER CA

Get a load of this for a plot. Homicidal drivers of cars customised in the direction of army personnel carriers engage in a kind of championship challenge. This consists of a deviously cut circuit in the locale of some un-named desert. You're one of these drivers. Maybe all the drivers drive from remote control because you see all the action not through a windscreen but from straight overhead.

When you start the game you have a basic model car with no frills, no add ons, nowt. However you start with a limited amount of cash with which you ought to get yourself some equipment without delay.

It's a Corker!

There are eight items of equipment in all. Power steering prevents you from skeetering around the track and crashing. A turbo charger gives you plenty of go-fast and something called High Speed Kit gives you even more go-fast. Reassuringly, retro allows faster braking, while front and rear missiles do unto others in both directions. Another good idea, Spin Resist, ensures you always come out of a skid the right way round. Finally, side armour minimises the damage caused by a collision with either an opponent or the crash barriers.

> **Money permitting, you can carry out repairs and refuel at the garage**

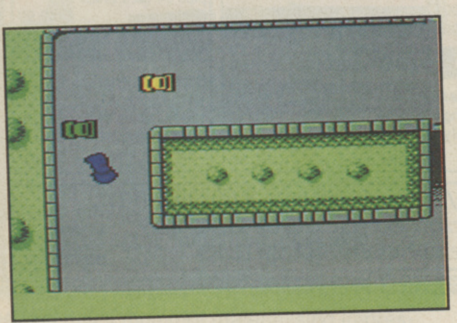
You can buy equipment before each race but your funds will rarely be high enough to afford one of each item.

Once you get down to the task of racing you get to choose which track to race on. You have a choice of nine, each of which must be completed in order to progress to the next level. Track one is easy – only three opponents and few sharp bends test your skill.

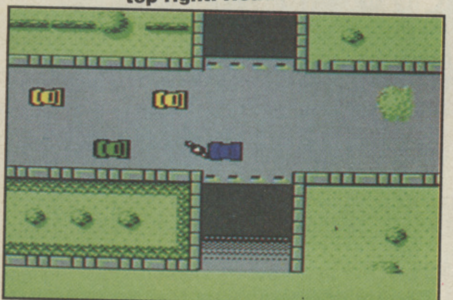
As the track number gets higher, so do the number of opponents and the difficulty of the track. It's simple to control your car: left and right rotates the vehicle in those directions and fire accelerates. Pushing the joystick forwards or backwards fires missiles in that direction. Hitting an opponent with a missile cripples it for the whole race. Take care – the wreckage remains to haunt you. You don't need to faff ludicrous manoeuvres while your opponents sail by.

You have to complete five laps of the track and finish in first second or third place. Any lower than that and you're out. You also get disqualified for wrecking your car or running empty. The current status of your fuel, engine, tyres and body during the race are displayed in gauges. Any of these reach zero, you're history. At the end of a race, money permitting, you can repair and refuel at the garage. Failure to maintain your vehicle means certain death.

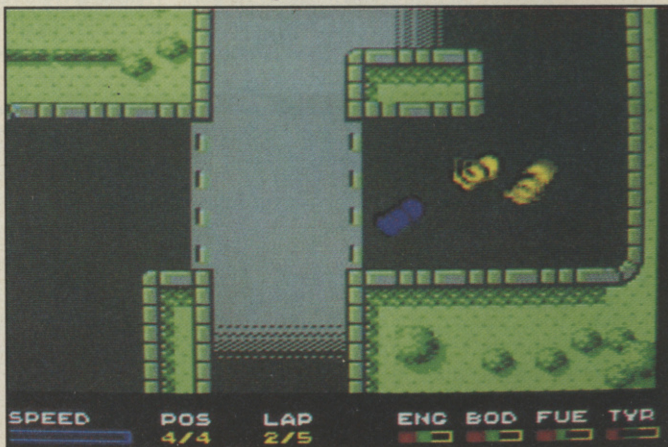
You get £20,000 for winning. Second place gets £10,000 and third place gets £5,000. When you've accumulated enough cash you can buy a new car. Replacement vehicles range from the two litre Taraco Neoroder, a mere snip at just below £60,000, to the eight litre Retron Parsec Turbo at a ludicrous £220,000 (superb names, though). In view of these extortionate prices, it takes a lot of successful racing before you can even dream about



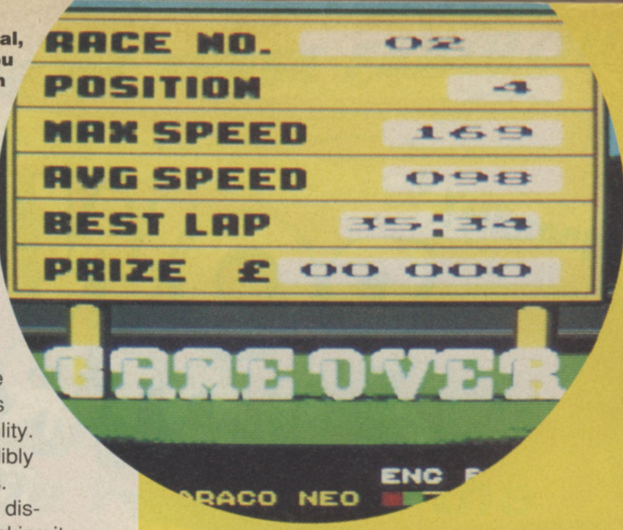
There's you, in the blue. A couple of killjoys wearing go-faster stripes are tailing from top right. Head for the under-



If the rest of the traffic gets in your way, as it often does, you can use a missile on them but you must overtake the wreck



The most effective thing about Supercars' graphics is the impression of different levels it gives. When the screen scrolls to this position, you see cars drive through three different levels


RACE NO. 02
POSITION 4
MAX SPEED 169
AVG SPEED 098
BEST LAP 35:34
PRIZE £ 00 000
GAME OVER
ENC
TARACO NEO

In this death-race game, as usual, it's difficult to make a living. You can't afford anything less than total concentration

trading in your Skoda Bendix Automatic Injection Dishwasher.

Once you've completed all nine tracks on level one, you are given a code for access to level two. This means that next time you play, you don't have to go through the whole lot again.

Super Cars has neat and tidy graphics. Menus, garage, shop are clear and functional. The emphasis has been fully placed upon playability. It's fun fun fun. The game is incredibly addictive and packed with features.

Each decision you make has a discernible effect on the next race, making it as

ARS

much a strategic challenge as a straightforward arcade romp. The sound is also commendably done with meaty engine roars and tyre screeches that'll make your toes curl. It's nothing like Gremlin's other racers. The whole package just hangs together so well the only option open to me is to say, 'Unreservedly recommended.'

ANDY

Game	**STUN Runner**
Maker	**Domark**
Cassette	**£9.99**
Disk	**£14.99**

POWER RATING

THE DOWNERS...

- Ramming is unfairly handled

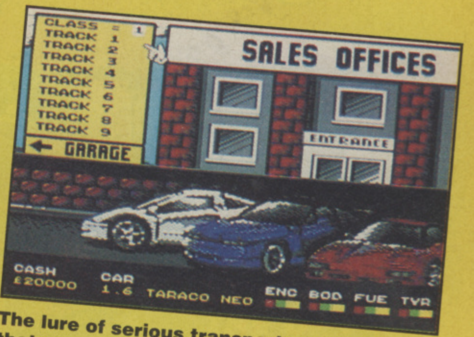
100

92%

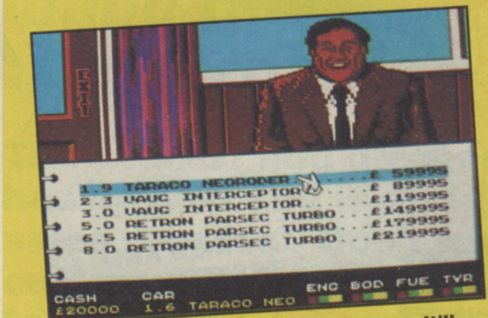
- **Graphics while not outstanding are clear and functional. The smoothness of it all adds greatly to the overall effect.**
- **Sound effects are nice and meaty, again adding to the experience**
- **Nine different tracks provide a varied and interesting challenge.**
- **Opponents are pretty intelligent, giving it a real feeling of being a battle of wits**
- **Choice of add ons and the need to offset funds against the necessity for repairs gives the game an additional strategic element**

...AND THE UPPERS

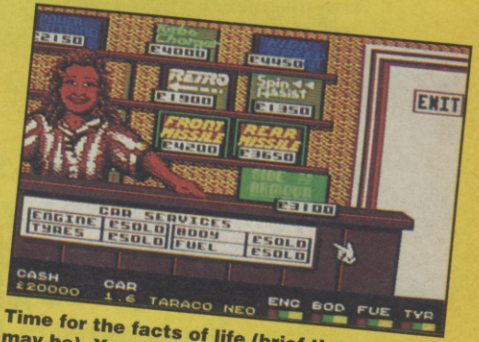
0


CLASS 1
TRACK 1
TRACK 2
TRACK 3
TRACK 4
TRACK 5
TRACK 6
TRACK 7
TRACK 8
TRACK 9
← GARAGE
SALES OFFICES
ENTRANCE
CASH £20000
CAR 1.6 TARACO NEO
ENG BOD FUE TYR

The lure of serious transport and the life that goes with it will have you drooling at the chops with this screen


EXIT
1.9 TARACO NEORODER £ 59995
2.3 VAUG INTERCEPTOR £ 89995
3.0 VAUG INTERCEPTOR £119995
5.0 RETRON PARSEC TURBO £149995
6.5 RETRON PARSEC TURBO £179995
8.0 RETRON PARSEC TURBO £219995
CASH £20000
CAR 1.6 TARACO NEO
ENG BOD FUE TYR

So what if I drive a Taraco Neoroder. It'll be fine with a front-firing missile. And I'll be back for that V8 Retron Parsec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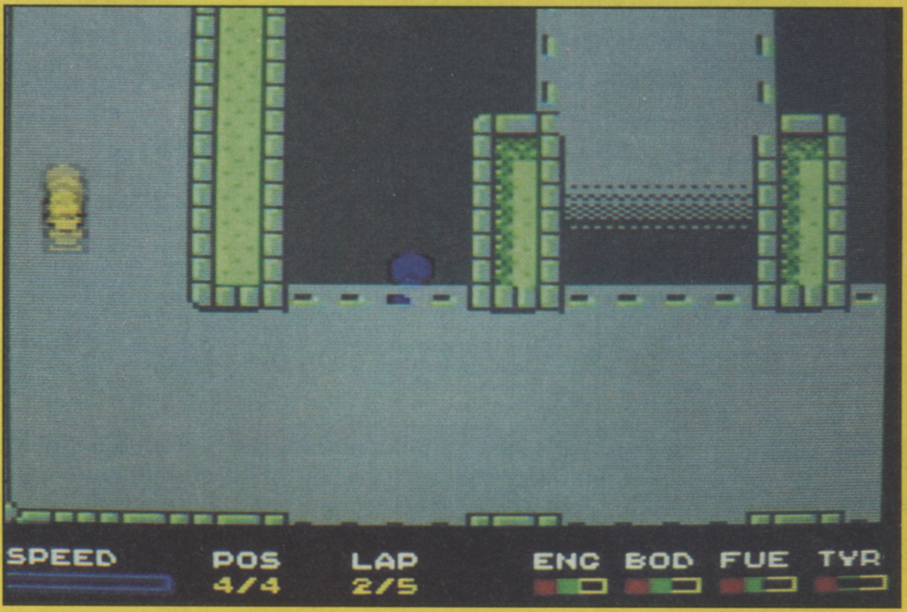
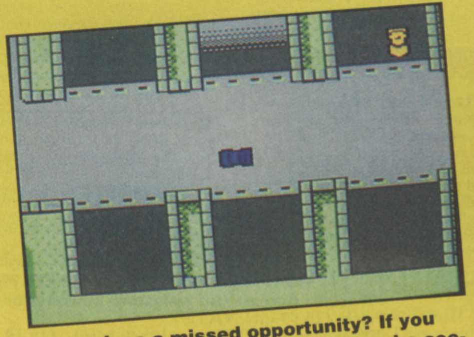
TYRES £SOLD
FUEL £SOLD
CASH £20000
CAR 1.6 TARACO NEO
ENG BOD FUE TYR

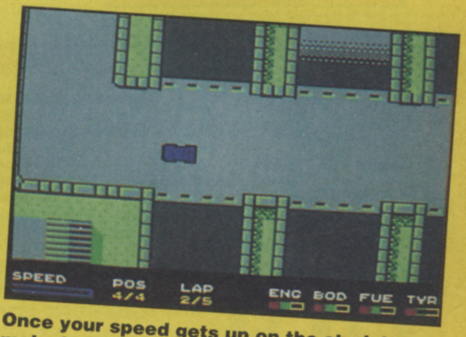
Time for the facts of life (brief though that may be). Your lady friend here will sell you what you need to stay on the road


SPEED
POS 4/4
LAP 2/5
ENG BOD FUE TYR

Getting a glimpse of how far back the opposition is helps if you've got rear-firing missiles. Even if you're being lapped, the other car is giving you another chance to blow it away. And that can only better your chances of finishing in the first three



Were mines a missed opportunity? If you could buy some, you'd be able to make sections like this hell for the opposition


SPEED
POS 4/4
LAP 2/5
ENG BOD FUE TYR

Once your speed gets up on the straights, make hard turns before you get to the corner and you'll skid into the right position

...it's dynamite!

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RENUMBER
REPEAT
SAFE
TRACE
UNNEW
QUIT
MONITOR
BLOAD

RENUMBER : *Also modifies all the GOTO's GOSUB's etc. Allows part of a program to be renumbered or displaced.*
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DSAVE
DISK
DVERIFY
MERGE
DIR
DEVICE

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DISK : *With DISK you can send commands directly to your disk.*

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MERGE
SAVE
AUDIO
VERIFY

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D DIS-ASSEMBLE
F FILL
G GO
H HUNT
I INTERPRET
J JUMP
L LOAD
M MEMORY
P PRINT
R REGISTER
S SAVE
T TRANSFER
V VERIFY
W WALK
X EXIT
$ DIRECTORY
DOS Commands

PRINTERTOOL

The POWER CARTRIDGE contains a very effective Printer-Interface, that self detects if a printer is connected to the Serial Bus or User-Port.
It will print all Commodore characters on Epson and compatible printers.
The printer-interface has a variety of set-up possibilities. It can produce HARDCOPY of screens not only on Serial printers (MPS801, 802, 803 etc) but also on Centronic printers (EPSON, STAR, CITIZEN, PANASONIC, etc).
The HARDCOPY function automatically distinguishes between HIRES and LORES. Multi-colour graphics are converted into shades of grey. The PSET functions allow you to decide on Large/Small and Normal/Inverse printing.
The printer PSET functions are:

PSET 0 - *Self detection Serial/Centronics.*
PSET 1 - *EPSON mode only.*
PSET 2 - *SMITH-CORONA mode only.*
PSET 3 - *Turns the printing 90 degrees!!*
PSET 4 - *HARDCOPY setting for MPS802/1526.*

PSET B - *Bit-image mode.*
PSET C - *Setting Lower/Upper case and sending Control Codes.*
PSET T - *All characters are printed in an unmodified state.*
PSET U - *Runs a Serial printer and leaves the User-port available.*
PSET Sx - *Sets the Secondary address for HARDCOPY with Serial Bus.*
PSET L1 - *Adds a line-feed, CHR$ (10), after every line.*
PSET L0 - *Switches PSET L1 off*

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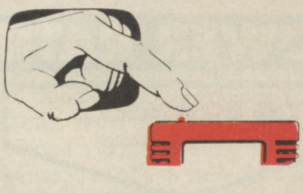
POWER RESET



On the back of the POWER CARTRIDGE there is a Reset Button. Pressing this button makes a SPECIAL MENU appear on the screen.
This function will work with many programmes.

CONTINUE - *Allows you to return to your program.*
BASIC - *Return to BASIC.*
RESET - *Normal RESET.*
TOTAL BACKUP DISK - *Saves the contents of the memory onto a Disk. The program can be reloaded later with BLOAD followed by CONTINUE.*
RESET ALL - *RESET of any program.*
TOTAL BACKUP TAPE - *As BACKUP DISK but to TAPE.*
HARDCOPY - *At any moment, prints out a Hardcopy of the screen. Using CONTINUE afterwards you can return to the program.*
MONITOR - *Takes you into the Machine language Monitor.*

BDL

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WARLOCK
WARLOCK
GOLEM
RATING
47 41 50 0 1 0 0
AUTO
PAUSE MODE

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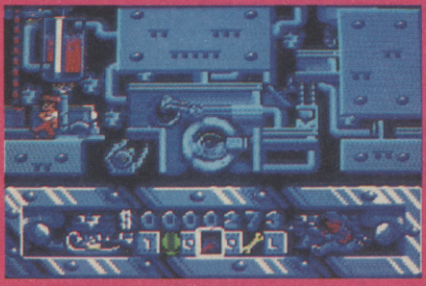
NIGHT

Technology is temperamental, work is worrisome and machinery is absolutely mad, as Lucasfilm prove with their latest release. If there isn't some pedalling to be done, there's that infestation of lemmings to be vacuum cleaned. Then there are are those conveyor belts to attend to. Is there no rest for the wicked? (No. Work faster –Ed.)

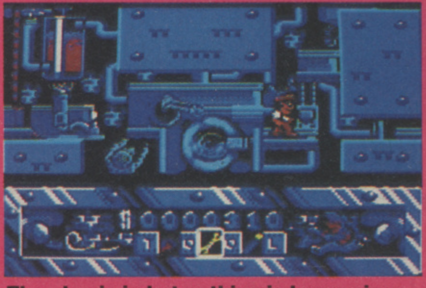
Ever wondered how those toy Ewoks and ETs are made? Well this is your chance to find out (sort of) in Lucasfilm's latest game, *Night Shift*. The action takes place in a factory belonging to a company called Industrial Might and Logic. It's a spoof on Industrial Light and Magic, the special effects complex belonging to good old George Lucas.

Fred or Fiona Fixit (you decide) must keep the factory's machine – nicknamed 'The Beast' – running while it churns out dozens of effigys of famous film and game characters, including Indiana Jones, ET, Zak McKracken and a liberal sprinkling of Stormtroopers. You're given a quota to fill by Frank the foreman at the start of the shift, and if you don't make it before your time limit runs out, you're fired. Figures over and above your quota translate into a hefty bonus in your pay packet, but sub-standard figures are rejected and dosh is deducted from your paypacket.

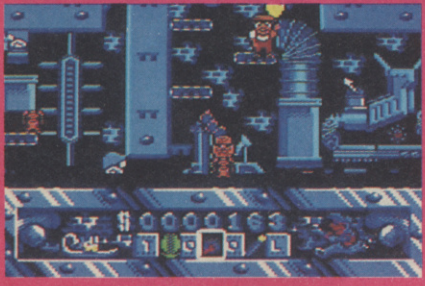
The Beast fills four vertical screens and scrolls up and down. It scrolls up and down as Fred (or Fiona) jumps over pumps, pistons and platforms. It scrolls up and down as they



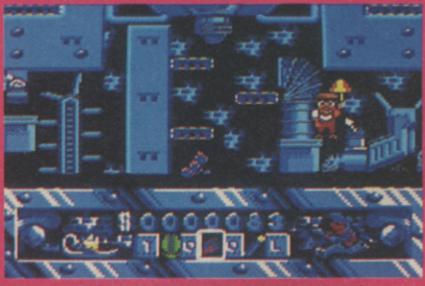
You won't get far without electricity, so one of your first tasks is to get to the top of the machine and kick in the plug



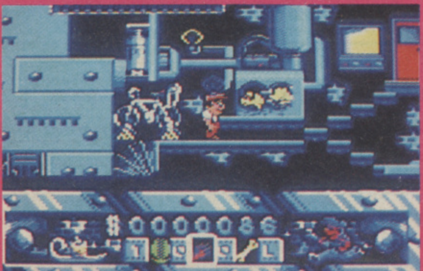
The plug is in but nothing is happening. In that case get your spanner and fix that leak in the steam pipes, time is short



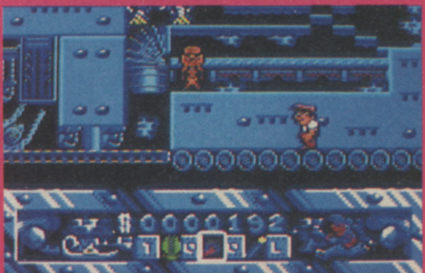
Leaping up and down the screen can prove tiresome so activate your balloon to get to the top in no time



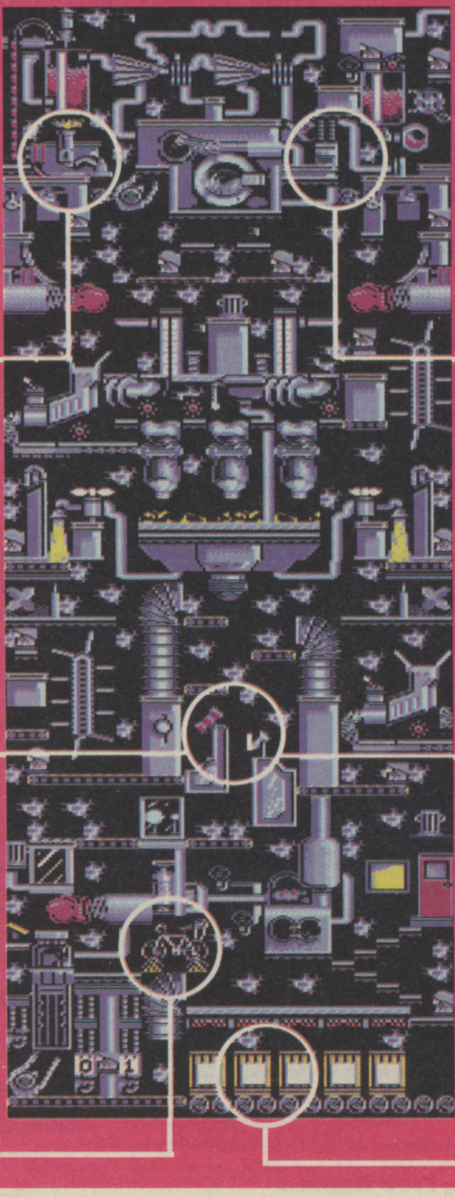
Okay so the machine's up and running. Now use the umbrella to get down quickly and check the output



Your first job is to pedal the bike, which will get the production line running fast enough for you to reach your quota



Once you've performed all of your tasks you can relax while watching the figures mount up at the bottom of the screen



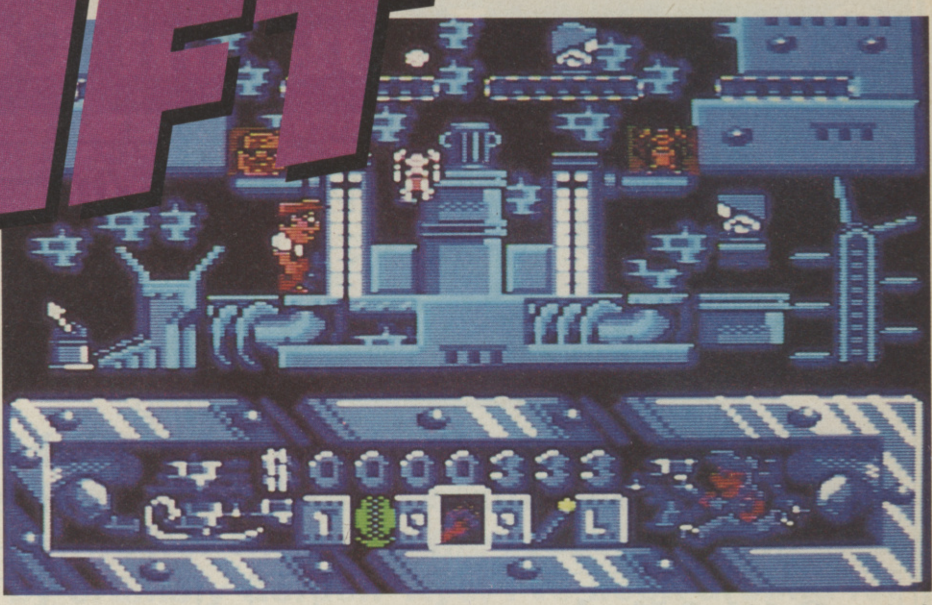
SHIFT

carry out maintenance on different parts of the device. It scrolls up and down in its spare time, it scrolls up and down so much. This ingenious machine is designed with burners, conveyor belts and levers a-plenty all of which share the ability to get in your way.

A bicycle-powered generator demands frequent pedalling to keep the production line functioning. Pedalling in this case is carried out *Track And Field*-style by waggling the joystick at breaking rate.

To start with you have to turn out five stormtroopers by plugging the machine in, fixing a leaky pipe, setting the temperature of the melting pot and then pedalling like crazy to keep the electricity supply flowing. But things soon start going haywire. Conveyor belts move the wrong way and must be switched back in the right direction, paint supplies must be kept the right colour and the temperature of the melting pot must be constantly adjusted to make sure the moulding fluid keeps flowing.

Naturally, the factory is infested with lemmings (Cliff and Jodee) who dangle annoyingly around your feet. Either vacuum them up or feed them to a venus fly trap. You also get hassled by Larry Lawyer, a villain, who scampers on and tries to beat you up.



Oh dear me no, that will never do, a white body with a red head just doesn't cut the mustard in this job. On the later levels you have to carefully monitor the machine's output to ensure that the paint vat contains the correct colour – or else it's back to the job centre

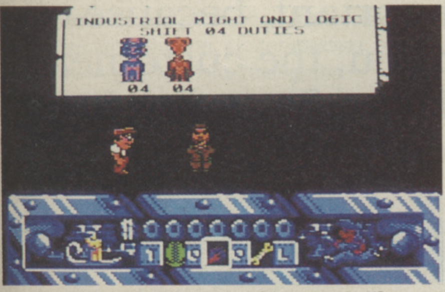
There are 30 levels ranging from easy to nigh on impossible. Each time you complete one you're given a code so you don't have to do the whole lot again. When you reach the final level, all the panels on the machinery have been removed, revealing the entire internal workings of the beast.

Night Shift has got good looks. The layout is spot on. Fred and Fiona come on cute and find faster routes through the moving parts as the quota goes up and up. And all this to every whistle and bell and meaty grinding noise you breathe into The Beast.

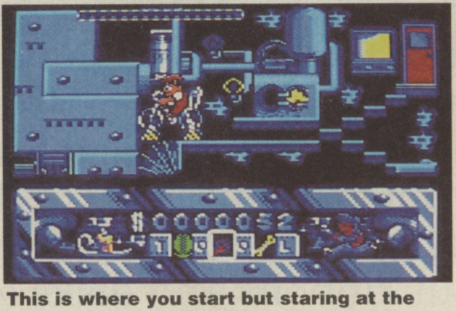
The gameplay ticks over on level one. Then, without prior warning, it goes insane. And there are times when you simply cannot see what you're supposed to kick, press, pull, prod or turn.

Aside from that, *Night Shift* is ideal for those with the patience of a saint, the stamina of an elephant and as much need for sleep as Rip Van Winkle and it's got the potential to induce mass insomnia in spite of its faults.

ANDY



That's you with Frank the foreman telling you which products to make for the next shift. It's not the parts Guv' it's the labour



This is where you start but staring at the burner won't bring home the bacon. Get on your bike and pedal the machine into action

Game	Night Shift
Maker	Lucasfilm
Cassette	£10.99
Disk	£15.99

POWER RATING

THE DOWNERS...

- Gets too difficult too quickly
- Loses clarity when a lot happens

100

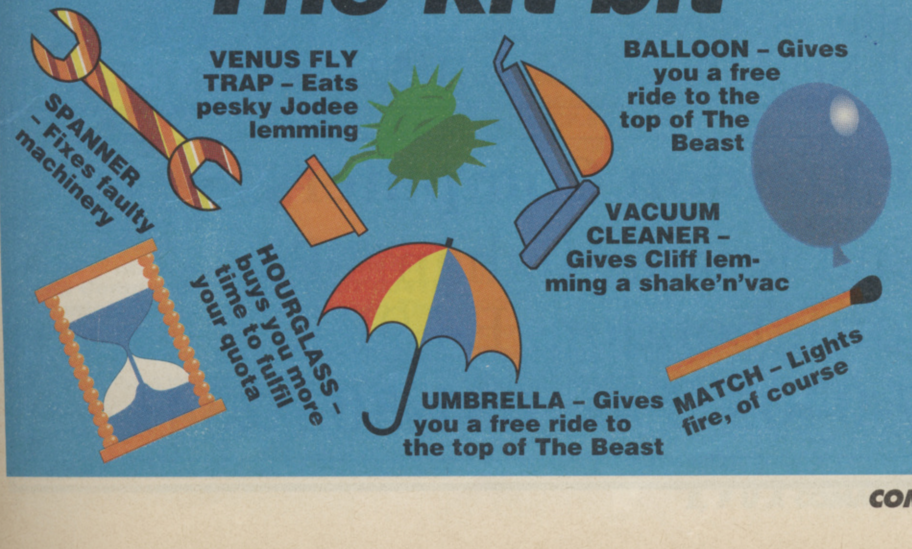
80%

0

- Thirty levels will take days, nay months, nay probably years of frantic play to finish
- Password system prevents the game being impossible to complete
- The sprites and moving machinery parts are well animated with masses of humourous touches
- Sound is just right and gives a sense of being on an outlandish factory floor
- The intricacy of each part of the machine makes it both a nightmare and joy for the puzzle hungry out there

...AND THE UPPERS

The kit bit



SPANNER – Fixes faulty machinery

VENUS FLY TRAP – Eats pesky Jodee lemming

BALLOON – Gives you a free ride to the top of The Beast

VACUUM CLEANER – Gives Cliff lemming a shake'n'vac

HOURGLASS – buys you more time to fulfil your quota

UMBRELLA – Gives you a free ride to the top of The Beast

MATCH – Lights fire, of course

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Definitive! Informative! It's the

COMMODORE FORMAT A TO Z OF CLASSIC GAMES

Welcome to the second installment of our six-part look at the pinnacles and piles of plop in 64 programming. This month we barely pause for breath, taking in the golden letters C, D and E.

And remember – just because a game might appear as deleted on the list below, it doesn't mean you won't be able to pick it up in a bargain bucket or from a mail order company. So read on, and find out what's worth keeping an eye out for.

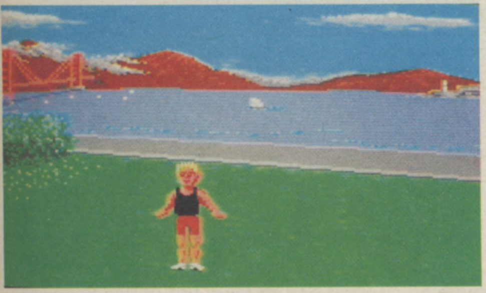
Laugh at the clangers they dropped. Gasp at the hits they had. Every game worth remembering (for whatever the reason) is compiled by crumbly* Gordon 'Aye, I've been around for ages, me' Houghton *in his on-going history of great moments grand cock-ups in the history of C64 games software

CALIFORNIA GAMES

EPYX/US GOLD

Released: September 1987
Availability: Kixx £2.99

Number five in the Epyx Games series (corkers like *Winter Games* and *World Games* came first), this sporting gem surpassed its predecessors not only in terms of superlative graphics and fab 'n' triff gameplay but also in the sheer silliness of some of the events. Roller skating, surfing, skateboarding, frisbee-throwing, BMX bike racing and hackysacking (juggling a small leather beanbag on your foot) make up an agenda positively smacking of sun, sea and oodles of fun. The only minus point is the long and boring cassette multiload.



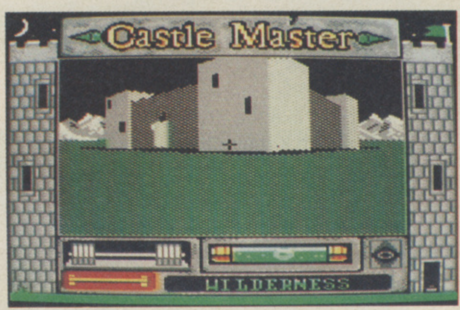
Burton here, believe it or not, is a master of the art of hackysacking. To find out what that is, you need *California Games*

CASTLE MASTER

INCENTIVE/DOMARK

Released: May 1990
Availability: Domark, £9.99 cass £14.99 disk. Also available from the Home Computer Club (071 637 0341) with mini-game Castle Master II: The Crypt thrown in

The fourth in the series of games constructed using Incentive's innovative 3D technique 'Freescape', *Castle Master* is also the best. This is mainly because it boasts more in-depth puzzles and graphical detail than its predecessors (*Driller, Dark Side* and *Total Eclipse*). Magister, a sorcerer suffering from a severe case of insanity has whisked away your twin and imprisoned her in his huge, grisly castle. There's nothing for it but to brave maze-like passageways, ugly monsters and terrible traps to get her back. Castle Master has everything: treasure, a stable, a swimming pool – even a toilet. And you can choose to play prince or a princess (transsexuals take note).



Castle Master was only released last year but it's destined to be remembered for a long time thanks to 'Freescape' graphics

CHUCK YAEGER'S AFT

ELECTRONIC ARTS

Released: January 1988
Availability: Star Performers £2.99 cass, £6.99 disk

It's fast, exhilarating and incredibly complex—even by today's standards. This is still one of the most rewarding flight sims available for the 64, not because of its graphics or sound (no more than a monotonous engine drone) but because of the incredible wealth of options. There are 14 different planes to choose from and 16 pre-set scenarios. Of these, some are one-on-one races, others involve formation flying and advanced aerobatic training. You can see how well you're doing from ten different viewpoints (phew!). It's definitely a must for flight sim fans.

COBRA

OCEAN

Released: February 1987
Availability: Deleted

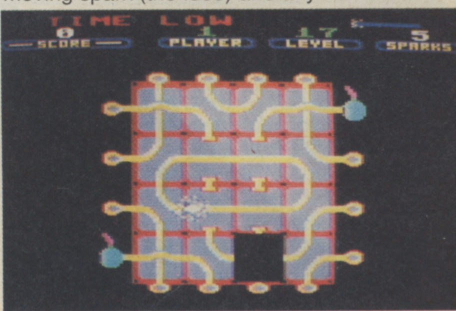
Anyone who's seen the movie will know that Cobra is all about Sly Stallone beating seven shades of shirt out of the local bad guys and rescuing top fashion model Ingrid Knutsen. Anyone who's seen the game will know that it didn't turn out quite like that. For Sly substitute stickmen and for action read gonads. Awe-inspiringly bad collision detection and shoddy graphics make it a load of old Cobras. But before you cast it aside with a dismissive laugh, listen to the fabulous music!

CONFUZION

INCENTIVE

Released: August 1985
Availability: £6.95 (cass) by mail order direct from Incentive. Also available with the Mindbenders C64 pack

Long before *Tetris* was even a gleam in Alexei Pazhitnov's eye, there were puzzle games like *Confuzion* to get you tearing out your body hair. The idea for this devious depilator is simple (isn't it always?): by flipping around a group of sliding tiles you have to create a continuous link between a moving spark (the fuse) and any number of

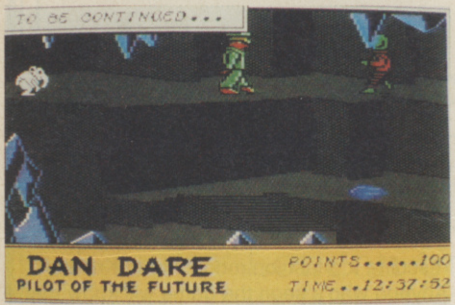


Keep the fuse burning till it sets off the bomb. Each Confuzion level had more tiles and bombs – obviously thought up by some bright spark

bombs. If it hits a dead end, the spark fizzles, the fuse doesn't get lit and you don't win. A frenzied soundtrack, ever increasing numbers of tiles and fiendishly tough time limits turn 64 levels of harmless fun into a puzzle experience you just can't put down.

DAN DARE
VIRGIN
Released: November 1986
Availability: Mastertronic £2.99

The first and best *Dan Dare* adventure is the only one to really capture the feel of the comic book. The biggest plus point is the graphical display – bold, colourful and genuinely cartoon-like. But it doesn't just look good, it plays well too: Dan's intrepid attempts to divert the course of a dastardly asteroid and rescue his sidekick Digby, with the help of Stripy (his `thing') form the basis of an absorbing arcade adventure packed with puzzles and bursting at the seams with Dan's blobby green enemies, the Treens. For punch 'n' puzzle action topped off with a testing time limit and a glimpse of the evil Mekon's big green head, *Dan Dare* is one of those golden oldies you just can't miss.



Dan Dare bumps into a Treen in these caverns, exquisitely carved by Mastertronic in 1986. You can and should still get this

DEFENDER OF THE CROWN
CINEMAWARE
Released: August 1987
Availability: Deleted

Joust with chivalrous knights, lay siege to enemy castles, go raiding and meet Robin Hood. All this and more is possible with a copy of the Cinemaware game that started it all – *Defender Of The Crown*. Basically, it's a question of raising armies, conquering Normans, fighting off Vikings and staying alive yourself. The slick combination of arcade sequences and map-based strategy sections was to set the mould for countless strategy games to come. Unfortunately it's disk only.

DELTA
THALAMUS
Released: April 1987
Availability: either on the Kixx label, at £2.99; or on Thalamus' The Hits compilation (£14.99 cassette, £17.99 disk)

As an out-and-out blaster, *Delta* is one that doesn't need a scenario, but it comes with one anyway: the evil, moustache-twiddling Hsiffan Khanate are beating the brains out of Terran merchants and it's up to you to fight back. *Delta* comes complete with whizzing enemies, bullets, rocks, parallax starfield – but it's the superb Rob Hubbard soundtrack that turns a slick and difficult game into a spaced-out experience. It won't be everyone's cup of tea – the alien formations have to be learnt and can get monotonous. But with 32 levels of pumping action and the unsurpassed music it's still worth its weight in Wispa bars.

DENARIS
RAINBOW ARTS/US GOLD
Released: April 1989
Availability: Deleted

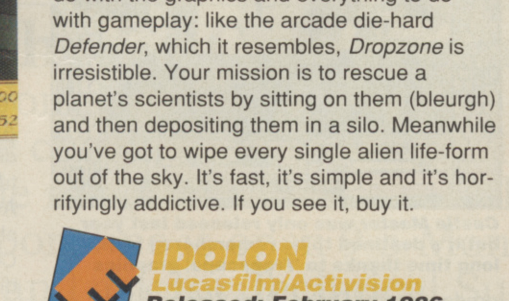
Originally christened *Katakis*, then withdrawn in a hurry because of a fishy resemblance to *R-Type*, this racy little number finally made it on to the shelves as the leaner, meaner, more original shoot 'em up, *Denaris*. It's fast, polished and action-packed, and it's also the game *R-Type* should have been on the 64: watch out for the walker droids, huge end-of-level monstrosities and a protective force-style weapon bolted onto the nose of your craft. Tough enough to turn your trigger finger to raspberry jelly and well worth seeking out.

DROPZONE
US GOLD
Released: July 1985
Availability: Deleted

Five years old and still going strong: *Dropzone* is one of those all-time classics that just won't die. The reason has nothing to do with the graphics and everything to do with gameplay: like the arcade die-hard *Defender*, which it resembles, *Dropzone* is irresistible. Your mission is to rescue a planet's scientists by sitting on them (bleurgh) and then depositing them in a silo. Meanwhile you've got to wipe every single alien life-form out of the sky. It's fast, it's simple and it's horrifyingly addictive. If you see it, buy it.

EIDOLON
Lucasfilm/Activision
Released: February 1986
Availability: Deleted, but you may find it on Mastertronic's Ricochet label at £2.99

Well, *The Eidolon* is a mind-ship just big enough to carry one person – a craft powered by mental energy and capable of travelling deep into the identity (or `id') of its user. And my cat can sing Rule Britannia. Despite almost winning an award for the most pretentious scenario of 1986, *The Eidolon* is still one of the most atmospheric maze games ever. Your id, a grey and gloomy system of creepy caves, is populated by strange, magical creatures – huge dragons, bug-eyed beasts and grizzly trolls – which need to be defeated to gain access to the deeper recesses of your mind. What's so special about *The Eidolon* isn't the gameplay (which is fairly straightforward) but the way it's presented: spooky sound effects, fantastic fractal graphics and clever maze designs. A spine-tingler that's guaranteed to make you jump.



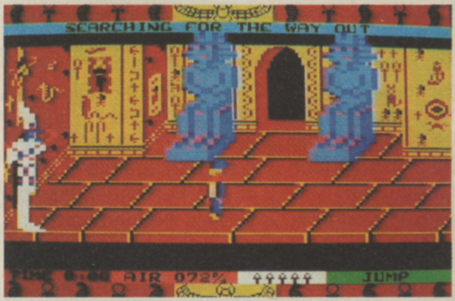
The Eidolon takes you on the trip of a lifetime but it's no substitute for public transport. You don't get any dragons for ages then four come at once

ELITE
FIREBIRD
Released: April 1985
Availability: Deleted

This is the original wire-frame space trading epic. *Elite* has had countless space cadets travelling eight galaxies and 2000 planets, investing their original 100 credits, making a huge profit and buying the kind of sophisticated hardware that could turn them into one of the hyperspace elite. Once you master the fiddly controls, you bargain, fight, and boldly go] where no-one has gone before. Lie, cheat and borrow to get hold of a copy: this is one lump of plastic you just cannot be seen without, and a landmark in 64 software history.

ENTOMBED
ULTIMATE
Released: July 1985
Availability: Deleted

Stuck in an Egyptian tomb with nothing but a kinky whip and a torch to your name, how would you react? For Sir Arthur Pendragon, it's all in a day's work. He sets off to vanquish seven levels of moving platforms, screeching ghosts, invisibility pools, secret sarcophagi, sliding traps and ringing gongs under attack from mummies, boulders, scorpions and flies. Ultimate were famous for their tough, involved arcade adventures and *Entombed* is one of the best. The graphics aren't great by today's standards but the puzzles are tougher than old boots and once you start playing, nothing short of earthquake, fire or flood can make you stop.



Beg, borrow or steal the odlie from Ultimate. *Entombed* still rates as a tough arcade adventure

EXPLORER
ELECTRIC DREAMS
Released: April 1987
Availability: Deleted

This was a truly ambitious game. Unfortunately you'd get more pleasure from chucking tripe at a cat. Your spaceship has broken up over the Emerald planet and split into 19 pieces hidden somewhere in those 40 billion practically identical screens. And guess what? That's right – you've got to look for them! Hurrah! A great purchase if S&M is your idea of pleasure.

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The Commodore A500 Batman Pack must surely rank as one of the most popular computer packs ever! The pack features the **Commodore Amiga 500 computer** with **mouse controller** and **TV modulator**, plus four top software titles. The software includes: **'Batman The Movie'** - Rid Gotham City of the cunning joker, in Ocean's top selling title based on the blockbuster Batman film; **New Zealand Story** - high quality conversion of the leading arcade game; **Interceptor** - Dogfight with two F-16's in this leading flight simulator; **Deluxe Paint II** - top quality Amiga graphics package which set the standard for others to follow. Return the coupon for further details.

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The high quality graphics program that set the standard for other Amiga art packages. Deluxe Paint II includes powerful, easy to use tools that bring out the artist in you. Create masterpieces, presentations, 3D perspectives or just doodle.

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E&OE - Advertised prices and specifications may change - please return the coupon for the latest information.

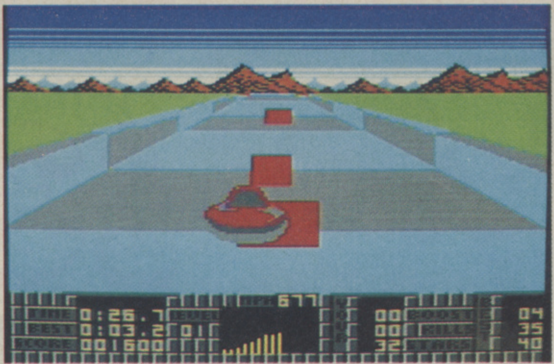
S.T.U.N. RUN

Making the channel tunnel wasn't like this, was it? Nevertheless, this new Domark release, based on an old Atari coin-op is full of trouble tubes (the Ed could tell you how painful that is). We strapped an expendable reviewer into a very dangerous craft and told him to, 'Go get 'em!'

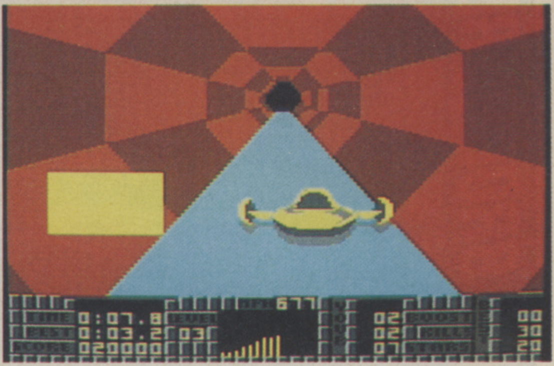
A quick test: does anyone know what S.T.U.N. stands for? Those of you who answered 'Spread Tunnel Underground Network', have another meatball; if you answered 'Suck Toilets, Uncle Nigel,' go to the back of the class for having a pathetic sense of humour.

Another quick test: what kind of ship would be best equipped to handle the twisty, turny, bumpy courses that make up the STUN? That's right – a STUN Ship! This queer kettle of fish-cum-futuristic car is shaped like a bobsleigh with wings, moves like a gazelle (and then some), and has the firepower of Rambo in a bad mood. Useful hardware it is too, since the aim of the game is to complete the two dozen courses that make up the network.

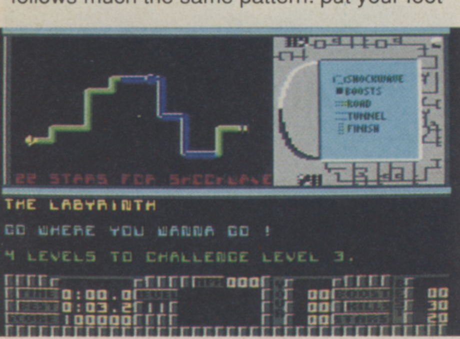
Based on the Atari coin-op, every stage follows much the same pattern: put your foot



Steering over the red stars (er, you'll have to use some imagination here) makes sure you keep to the fastest route through the course...



... While hitting the flashing yellow/red stars (it's paused on yellow) kick in the Turbo Boost and zoom along at breakneck speeds



22 STARS FOR SHOCKWAVE

THE LABYRINTH

GO WHERE YOU WANNA GO !

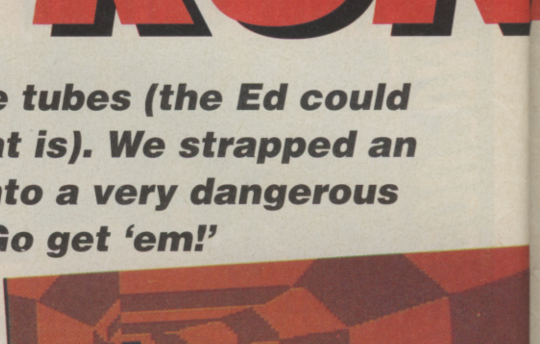
4 LEVELS TO CHALLENGE LEVEL 3.

User friendly or what? Here's a nice map of the current 'Labyrinth' level, showing just where you've gotta go – which is basically anywhere!

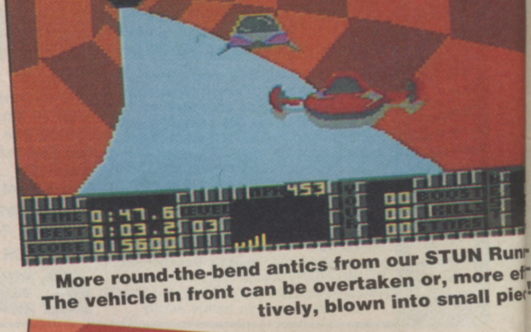
Tunnel trivia

- The longest tunnel in the world carries a railway for 33.46 miles between Tappi Saki and Hokkaido in Japan. In total, thirty-four lives were lost during its construction
- The longest road tunnel is the 10.14 mile long two-lane St Gotthard Road Tunnel from Goschenen to Airolo, Switzerland
- The Channel Tunnel, when completed, will contain two rail tunnels, each 7.6m wide and 31.03 miles long
- The widest tunnel in the world is the Yerba Buena Island tunnel in San Francisco: it's 23m wide, 17m high, and carries 80,000,000 vehicles a year
- The oldest navigable tunnel in the world is the Malpas Tunnel in southern France: it was completed in 1681 and is 161m long
- The most extensive human tunnel network is the Chicago TARP (Tunnels And Reservoir Plan) in Illinois, which involves 120 miles of sewerage tunnelling
- The black-tailed prairie dog is the most adept animal tunnel-builder. One colony discovered in 1901 was estimated to contain a tunnel network spread over 24,000 square miles

Prairie dogs often drag unwary humans into their tunnel networks. Ouch!



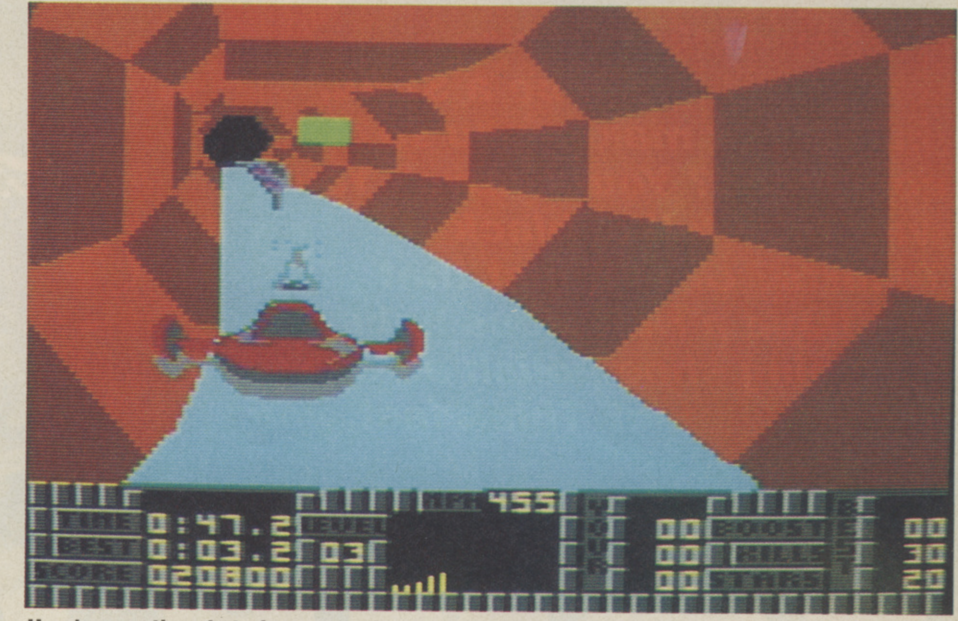
More round-the-bend antics from our STUN Run The vehicle in front can be overtaken or, more ef tively, blown into small pie



However, these grey armoured droids must be avoided. You can pump laser fire into them all day and they don't even warm up!

down, shoot anything that gets in the way, try to pick up bonuses like turbo boost and 'stars', cross the finish line, have a cup of tea and prepare to tackle the next stage. Collect enough green stars and you acquire the Shockwave – a spinning ring of death which annihilates everything in its path. Drive over a Turbo Boost pad and not only does your craft travel at 944 mph, it also becomes transparent, allowing it to pass through enemies like a finger through custard. Or something.

And that's all there is to it. The conversion is a good one, but it exposes the coin-op's major weakness: behind the graphic and aural presentation there's nothing more than a moderately exciting race game with shoot 'em up overtones. But while the 64 can't compete with the coin-op's visual power, it can mimic the gameplay – and it does that well enough.

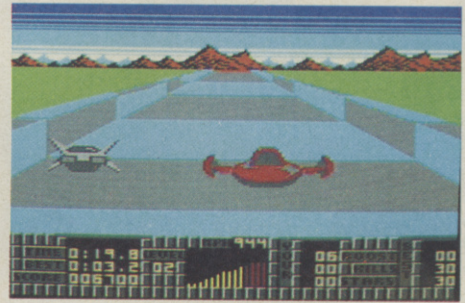


Here's an action shot of you speeding round a bend (honest). In the distance there's a purple ship (which you're attempting to blast!) and a green Shockwave star

NER

Nevertheless a few other more minor drawbacks detract from its appeal. The instructions don't convey much atmosphere, and relate more to the 16-bit versions than the 64: there is constant reference to 'stars' which, in the 8-bit versions, are actually rectangular blocks. As far as the action goes, the time limits are nicely judged, except that a couple of times I appeared to cross the finish line only to be told that I was out of time.

Graphically, it's a decent attempt to emulate the coin-op's filled 3D on the 64 (wire-frame vector graphics just wouldn't have worked in terms of atmosphere), even if it isn't totally successful in conveying the high-speed action of the original. The sprites are less well drawn: both the STUN Ship and the enemies are a tad on the blocky side but the illusion of speed they convey is effective. What all these faults combine to produce is a pretty average racer based on an average original. If you were a fan of the coin-op – and there were plenty of those – you should take a look. If on the other hand (like me) you weren't that keen, there are far better race and blast games up for grabs out there.



Aah! A quick blast through the countryside. Uh-oh, watch out for that Sunday-STUN Runner. Out of the way, Granny!

GORDO

Game	***STUN Runner***
Maker	***Domark***
Cassette	***£9.99***
Disk	***£14.99***

POWER RATING

THE DOWNERS...

- The action can become repetitive after a few goes
- 3D effect is not all it should be, and there are occasional glitches when there's a lot of action on screen
- Sound effects are grating, although the music is better

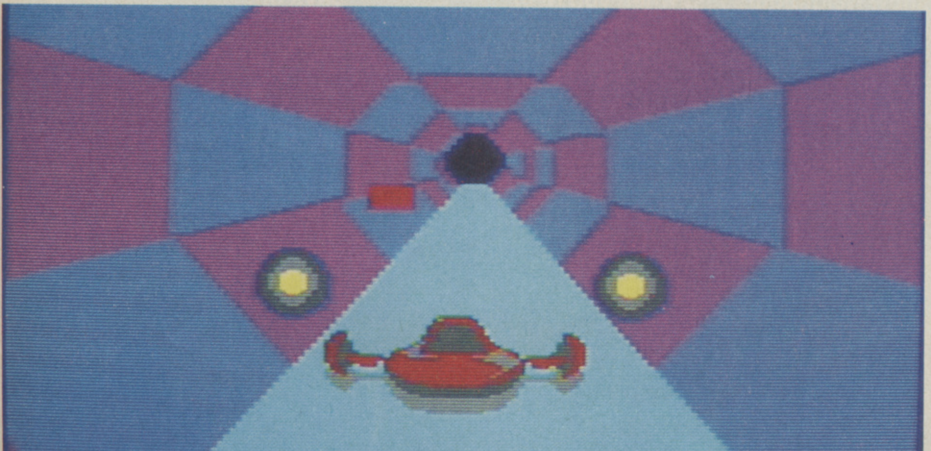
100

68%

0

- **A good conversion of the coin-op's essential elements**
- **Easy for beginners – but later levels are really tough**
- **24 levels before you can face the Ultimate Challenge!**
- **Begin on different levels**
- **Map of course before each stage helps you plan tactics**
- **Even when you've finished, you can always go back and get a better score**

...AND THE UPPERS



And there goes the Shockwave! Erm... no, it doesn't look very impressive does it? That's because it's paused. Imagine there's about eight of them all whizzing round in a circle, wasting everything in their path. Now *that's* a Shockwave!

So, you reckon you're tough enough to be a SEAL, huh. What makes you so convinced? Your brawn? Your wardrobe full of black T-shirts? Or is it just that you have a ridiculous habit of wiping shoe polish all over your ugly mug? Think fast, your TV's at stake

YOMP OFF WITH A TV

(Cue stirring Guns Of Navarone-type music)

'They came from the sea with niii-troglycerine, niii-troglycerine, aaand a ladder of rope...

and a thing called hope...

Dum-dum de duuuum etc'

Ok, so it's not the anthem of the US Navy SEALs, but we didn't know what they sang. Any road up, all this crappy intro waffle leads us nicely (?) into our stonking Ocean *Navy SEALs* competition.

We offered Ocean some ideas of prizes to give away but they just cocked a snoot at them. 'How about a day with the US hard men?' we asked. Silence. Next, we thought, 'What about a nice secret mission overseas...?' Sounds of sniggering down the phone line. So in the end we asked Ocean what they would like to give away. 'Three portable Casio TVs,' they said. Er... sounds pretty blimmin' spiffy to us. Um, any games? 'Ten copies of *Navy SEALs*.' And with that, they put the phone down. So there you go.

If you fancy winning several million pounds' worth of goodies as a late Christmas pressie, all you've got to do is tell us, in not more than... ooh... 20 words, why a tough Navy SEAL like yourself should want such a handy-dandy portable LCD TV.

Maybe it's because they always show Neighbours just when you're in the middle of clandestine operations in the Panama. Or perhaps you don't like missing those final scores just because you've got a tank to knock out. There's nothing worse than being in the field and knowing you haven't set the video.

Whatever your reason, write it down, pop it in an envelope and send it, via the wonderful British mail system, to

Square-Eyed Seal compo,
Commodore Format,
30 Monmouth Street,
Bath, Avon BA1 2BW.

Entries have to sneak their way into the building (carefully avoiding the claymore tripwires), past the dozing security guard, run a bypass on the electronic door-code system, creep up the stairs (using the plastic foliage for camouflage) and set up temporary HQ in our filing cabinet by 1200 hours on February 22nd. Otherwise it's bamboo slivers under the fingernails followed by a firing squad at dawn.

Kamp Kommandant Jarratt has final say in the matter but is open to bribes of money, big bags of sweeties and days off.

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instruction manual

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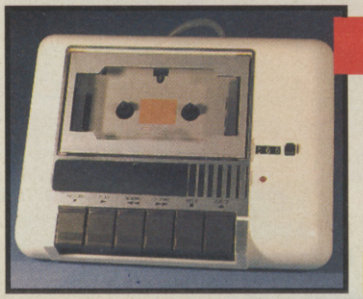

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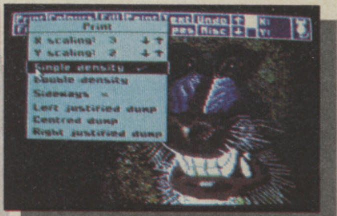

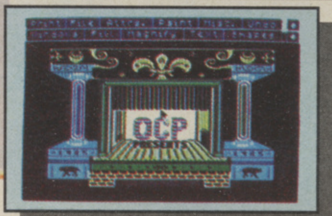

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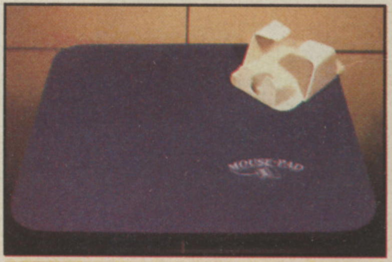

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THE CF COMPENDIUM OF MEAN ...MEGA WEAPONS

In the first of an ongoing series about shoot 'em ups, we take a look at one of the ingredients vital to any deep space blaster – the weaponry

Space ship hardware is, with a few brilliant exceptions, an uninspired collection of lasers, bombs and missiles. Most of the elements we take for granted in present-day shoot 'em ups appeared a long time ago in computer game history. For example, the first end-of-level alien appeared in *Phoenix*, the first power-ups in *Moon Cresta* and *Galaga*, the first hazardous terrain in *Scramble*, the first rescue scenario in *Defender*. However, *Nemesis* really created the formula for progressive shoot 'em ups which is still in use today: a scrolling landscape, graphically different levels, end-of-level aliens and (most importantly) bolt-on extra weaponry. The list below isn't a collection of the most powerful hardware but a compilation of the landmarks, quirks and innovations in the history of C64 blasters.

FIREDAW

Everything about this weapon suggests a printing error, because a more appropriate name for it would be `Fireclaw' (since that's what it is). Whatever you call it, it reduces aliens to their component molecules with the ease and grace of a Gazza cross-field \pass. It's basically an advanced version of the *R-Type* beam weapon, producing spidery fingers of fire from the front of the craft with a short regeneration period before it does the same thing all over again. There's only one drawback: it has to be fitted in the workshop before you fly.

OUTLET: ***X-Out***

POWER: 🚀🚀

FISH WEAPON

If there's one thing that the engineers on the amphibian planet of Zlot are good at, it's making Fish Weapons. They're so happy with their handiwork that they charge a mere 4 credits for it – "Take it," they say, "you're doing us a favour." And that means bad news for the Hsiffian Khanate up in Delta space. Without the Fish Weapon your ship would be virtually useless; with it, your firepower is increased from one weedy forward shot to three powerful forward shots. If you think that doesn't sound too impressive, you haven't played *Delta*.

OUTLET: ***Delta***

POWER: 🚀🚀

THE FORCE

Not a member of the local constabulary with a curiously-shaped hat, but a mobile drone. *R-Type*'s R9 fighter is legendary in the world of shoot 'em ups, but little is known about how its weapons are activated or even how they are fitted. This unique drone was a trend-setter: it can be captured and launched from the front or rear of the R9, is invincible, provides boosted energy for other weapons, and drains energy from all craft with which it makes contact.

OUTLETS: ***R-Type, X-Out*** **and** ***Denaris***

POWER: 🚀

LASERS

Laser research in the Twentieth Century isn't nearly as advanced as in game scenarios. Most laser-based weapons systems work on the principle of focussing an intense beam of light at very high temperatures onto a target – and there are very few metals, plastics or rocks able to withstand it. In games, the advantage of lasers lies in their high-speed emission, rapid regeneration and great power: they're a sci-fi substitute for machine gun fire. Most games feature short, bullet-like laser beams which look pretty but aren't realistic; some however (such as the *Armalyte* Super Weapon and the Reflection Laser in *R-Type* and *Denaris*) rely on a more credible continuous stream of light.

HOMING MISSILE

Not quite as effective as the Ripple Laser, these are still extremely handy self-targetting, fire-and-forget impact-detonated missiles. Homing missiles come in many forms: some aim for the nearest ship, some blunder into the landscape and explode, some hang around until they find something to kill. The ones in *Salamander* have unsophisticated guidance systems (they just find the nearest terrain and hug it) but this is compensated for by a very high firing rate. According to how many alien homing missile parts you collect, you can have up to a maximum of four missiles at once – above and below the ship! If that's not a good deal, McDonald's burgers are made of sawdust and coloured rubber.

OUTLETS: ***Salamander*. Also *Xenon*, *Slap Fight*, *X-Out*. Homing missiles are becoming standard**

POWER: 🚀

RATINGS

A list of weapons without a ratings system is like a chocolate teapot – useless. So, as an indication of the relative strength of each of the items of hardware featured, we've devised a natty little ratings system. Remember, though – size isn't always the most important factor, one big bomb can often do the work of lots of little ones. These ratings take into account the quantity of the firepower (it's no good having a juicy fat weapon that takes ten minutes and a four-pack of Duracells to recharge), the quality (power), the importance of the weapon to the game it's in, and – that undefinable quality – sexiness.

PLANET DISINTEGRATING

Under no circumstances should you attempt to handle this weapon without adult supervision 🌍

3 SPACESHIPS DISINTEGRATING

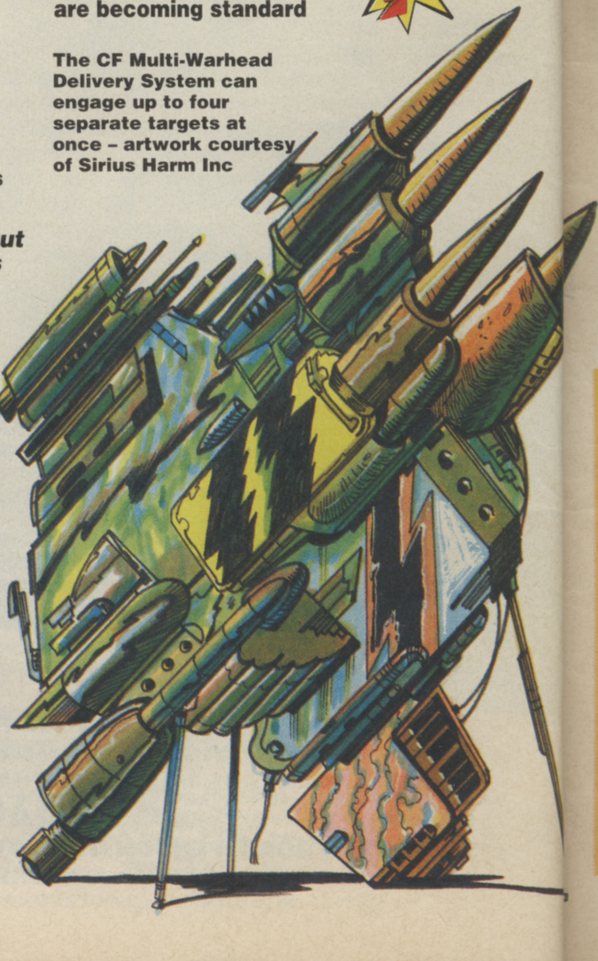
Aliens quiver and quake and generally die in large numbers when faced by hardware of this magnitude 🚀🚀🚀

2 SPACESHIPS DISINTEGRATING

A good staple diet weapon: useful i n most circumstances but no match for the big jobbies 🚀🚀

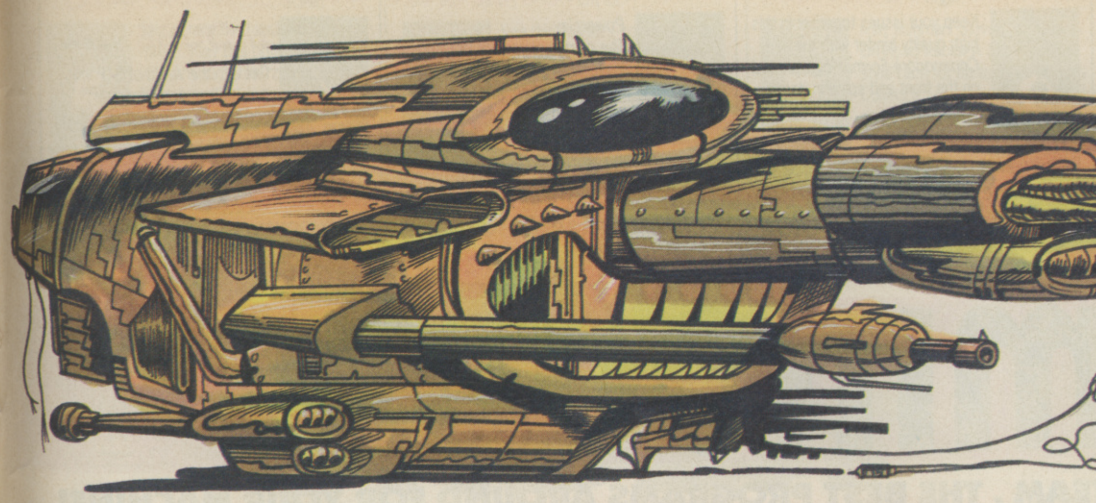
1 SPACESHIP DISINTEGRATING

A weapon of this size may frighten small animals and children but your average alien would probably twiddle his antennae and laugh 🚀



The CF Multi-Warhead Delivery System can engage up to four separate targets at once – artwork courtesy of Sirius Harm Inc

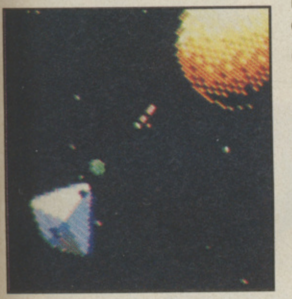
MEAN …NEXT MONTH
Be safe on the streets – check out our favourite hand-held weapons



Another Sirius Harm Inc device: Ripstar locks into a ship's attitude controls and fulfills its programming by turning everything it targets into plasma. SHI claim it's a best-seller

MEGA LASER

Not many games offer you the chance of destroying whole planets and moons with one little laser beam. This is because planets are, on the whole, extremely large things with very hard surfaces and cores. However, these rapid fire beams have `maximum detonation impact' – ie, they knock seven shades of strata out of any rogue heavenly body that's thick enough to get in the way. And that's it: laser + planet = lots of debris.



OUTLETS: ***Mega Apocalypse***

POWER: 🌍

MULTIPLE

Simply, an outrider. Probably one of the first to appear, it heavily influenced later games such as *Salamander* and every progressive shoot 'em up since. It's a clever energy convertor held close to the ship by an invisible force field: able to mimic the craft's firepower, it gives increased weapon strength and can (in some cases) act as a shield to enemy fire.

OUTLETS: ***Nemesis*. Also *Menace*, *Salamander*, *X-Out*, *Denaris*, etc, etc…**

POWER: 🚀

SMART AND OTHER BOMBS

No hardware collection is complete without some form of bomb: the first meaty bombs in space appeared in *Scramble*, closely followed by the first smart bomb in *Defender*. Since then, games haven't looked back: as well as simple bombs that drop and explode when they hit the ground, there are track bombs (*Cybernoid 2*) which skirt the landscape looking for enemies, bounce bombs (*Zynaps*), which do much the same thing but more enthusiastically, and two varieties of smart bomb. The `limited impact' version is for aces only, as it merely cripples larger ones; the `total annihilation' variety wipes out everything. In fact, smart bombs don't have to be bombs at all: they come disguised as sonic beams and exploding missiles, and are patented under many different names. However, probably because of their widespread popularity, they always seem to be in short supply.

MISSILES

Current missile technology relies on solid or liquid fuel boosters and intelligent computer guidance systems – and in those respects, the missiles in shoot 'em ups are no more advanced than what we have today. Guided missiles, heat-seekers, fire-and-forgets, homing missiles and missiles with multiple warheads have been used both in contemporary wars and games alike. Inevitably, homing missiles are a favourite amongst programmers, since they produce spectacular effects for minimum effort on the player's part – but some homers are better than others. Some games pile on the quantity to achieve the desired effect (*Salamander*); others rely on accuracy (*Slap Fight*, *Xenon*) or explosive power (*X-Out*). Homing missiles can be life-savers but they can also be an irk in the rectum.

REFLECTION LASER

Another trend-setter from the R9 school of hardware, this high-penetration pencil laser beam senses its targets according to mechanical vibrations. This basically means that it bounces off inanimate objects such as walls and turns aliens into molten metal – when fired it flies off at a 45 degree angle. It comes in one strength only but its supply is unlimited, and the R9 power unit regenerates the beam almost immediately.

OUTLETS: ***R-Type*. Also *Denaris* (known as Lightning Blitz Shot), *X-Out***

POWER: 🚀

RIPPLE LASER

What kind of weapon can eliminate the evil forces of the despotic *Salamander*, whose galaxy lies beyond infinity? What can kick the bottom of demons beyond dimension and bloody the noses of organic monsters of unparalleled destruction? The Ripple Laser can. In *Salamander*, you pilot a natty space ship which can interface with alien weapons just by collecting them, and use their energy without having to worry about continental adaptors. The most powerful of these (the Ripple Laser) unleashes expanding hoops of deadly laser fire, whose power is increased with the addition of outriders (see Multiple weapon). It allows you to tweak the nose of all alien life.

OUTLETS: ***Salamander***

POWER: 🚀🚀🚀

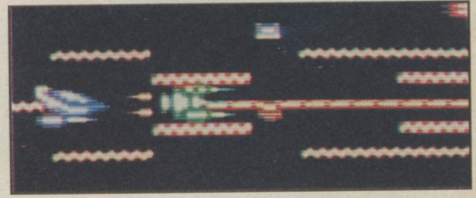
RIPSTAR

The Ripstar is a multidirectional weapon probably based on the `Death Blossom', an experimental item of hardware from the film, The Last Starfighter. It's automatically activated as soon as your ship collects it from the remnants of rogue asteroids: holding down the fire button sends your ship into an uncontrolled spin, spewing out deadly sprays of bullets. Its drawbacks are obvious: only one can be fitted at once, and they are a very rare commodity. However, if busting asteroids is your game, there's nothing to beat it.

OUTLETS: ***Blasteroids***

POWER: 🌍

SUPER WEAPON



This dinky little gadget is standard issue equipment for all craft making the journey into Hsiffian-occupied Delta space. It takes the concept of the *R-Type* beam weapon a stage further. It's actually three weapons in one: Type A discharges a long, pencil-thin blast which passes through solid matter and destroys otherwise unreachable aliens; Type B releases a swarm of laser fire around the craft, providing protection in two directions; Type C fires a rapid burst of pulsed energy, ideal for close encounters in any environment. Handily enough, the super weapon uses the ship's generators and any available batteries to store extra charges, giving you extra firepower when you most need it.

OUTLETS: ***Armalyte***

POWER: 🚀🚀

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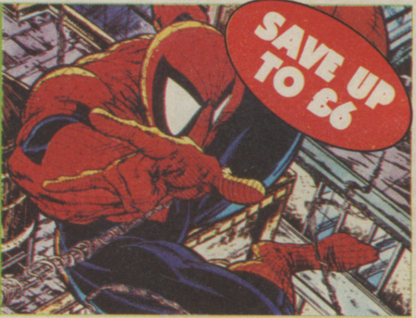

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CF1 *LAUNCH ISSUE: A COLLECTOR'S ITEM ALREADY!*
CF looks at Commodore's new C64 console, the C64GS! On the cover tape we have Revolution (a specially written game for CF!), the classic Tau Ceti, Rebel plus demos of Ivan 'Iron Man' Stewart's Off Road Racer and St. Dragon. Inside there are no fewer than 14 reviews of current crop including the stonking Time Machine, Monty Python and Lords Of Chaos.

CF2 *RICK DANGEROUS 2.*
Corking platform action from Microprose. On the tape: full games of Pig Tales, Empire and The Blob, plus a playable demo of Lords Of Chaos. On the paper: reviews of Wings Of Fury, Midnight Resistance and Ultimate Golf to name but a few!

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Ocean's fast driving shoot 'em up met with a mixed reception. Another amazing cover tape (with real inlay in its own box!). Get a load of Split Personalities and Gutz, with playable demos of Spiderman, Midnight Resistance and Badlands. Plus special Vidcom 64 art package! In the mag we take a close look at Atomic Robo-Kid, Buck Rogers, Strider II and Golden Axe. A thoroughly stunning issue!

CF4 *CF GOES TO THE MOVIES.*
Main feature examines film licences and we follow it up with reviews of The Spy Who Loved Me, Robocop 2, Navy SEALs, Days Of Thunder and The Hunt For Red October. Tapewise, there's an amazing mega menu with demos of Robocop 2 and Lotus Esprit Turbo Challenge and full games Beyond The Forbidden Forest and Bounder. Cor, how do we do it...?

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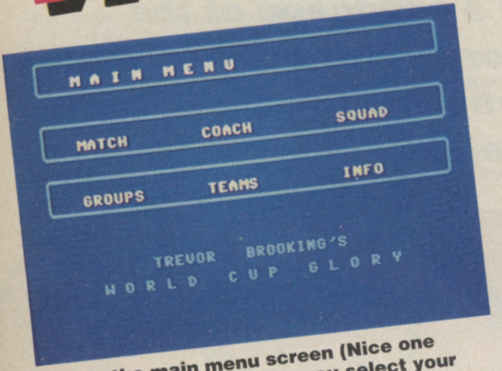


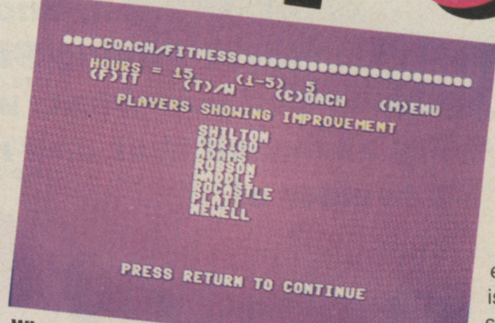
```
MAIN MENU

MATCH        COACH        SQUAD

GROUPS       TEAMS        INFO

      TREVOR   BROOKING'S
   WORLD  CUP  GLORY
```

This is the main menu screen (Nice one Sherlock – Ed). From here you select your team and get them fit for the ensuing season



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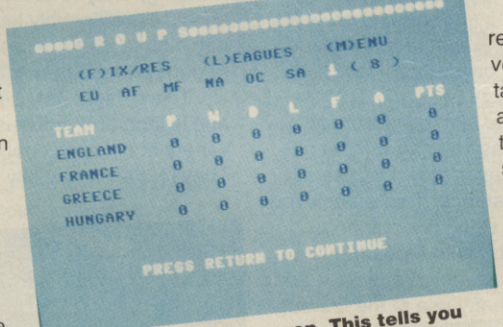
●●●●COACH/FITNESS●●●●●●●●●●●●●●●●●●●●●●●●
 HOURS = 15
 (F)IT      (T)/W (1-5)  5
                   (C)OACH     (M)ENU
   PLAYERS SHOWING IMPROVEMENT
         SHILTON
         DORIGO
         ADAMS
         ROBSON
         WADDLE
         ROCASTLE
         PLATT
         NEWELL

   PRESS RETURN TO CONTINUE
```

When you start training you need to specify how many hours you want to allocate and you are then told how effective it's been

Exciting. Witty. Dynamic. These aren't the first words that spring to mind when you think about Trevor Brooking. I remember he scored a goal for England once but can't recall who it was against. Or when. Brian Clough once said of him: "Trevor Brooking floats like a butterfly... and stings like one."

But what about his role as soccer pundit? Well, Trev can often be heard making belly-achingly funny comments from the studio and the stands, many of which cause people to split their sides... Challenge Software has taken the very essence of the man and distilled it into this game in the form of match commentary work.



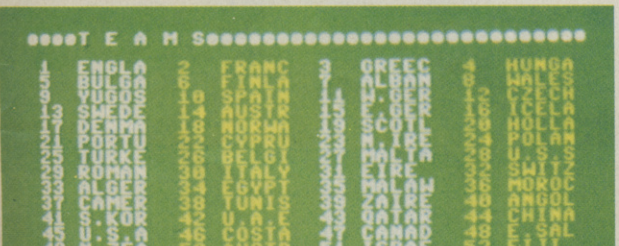
```
●●●●● R O U P S●●●●●●●●●●●●●●●●●●●●●
   (F)IX/RES    (L)EAGUES    (M)ENU
   EU   AF   MF   NA   OC   SA   1 ( 8 )
                                          PTS
 TEAM          P    W    D    L    F    A    0
 ENGLAND       0    0    0    0    0    0    0
 FRANCE        0    0    0    0    0    0    0
 GREECE        0    0    0    0    0    0    0
 HUNGARY       0    0    0    0    0    0

      PRESS RETURN TO CONTINUE
```

Here's a bland little screen. This tells you which other teams are in your particular group...if you're particularly interested

These pithy remarks not only convey advice on team tactic, but are also astonishingly faithful to the the ex-supremo's dialogue. Taking a random example from the game itself will give you some idea. At half time during one match England were beating Albania 2-1 and our Trev came up with this summary: 'England will be concerned with this performance. Albania's right wing looked great, and Albania have had the better possession.' Sparkling pearls of wisdom indeed.

Forget about Trev (he's not a major part of the game anyway) because behind the charisma lurks a half-decent strategy game. Once you've selected one of five skill levels and entered your own name, the game loads six menu choices: play a match, coach the team, select the squad, examine the groups and the teams and an information screen. You can't play a match until you've selected your squad and decided on positions and substitutes; but first check out your opponents and fixtures.



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●●●●T E A M S●●●●●●●●●●●●●●●●●●●●●●●●●●●●●

1  ENGLA    2  FRANC    3  GREEC    4  HUNGA
5  BULGA    6  FINLA    7  ALBAN    8  WALES
9  YUGOS    10 SPAIN    11 W.GER    12 CZECH
13 SWEDE    14 AUSTR    15 E.GER    16 ICELA
17 DENMA    18 NORWA    19 SCOTL    20 HOLLA
21 PORTU    22 CYPRU    23 N.IRE    24 POLAN
25 TURKE    26 BELGI    27 MALTA    28 U.S.S
29 ROMAN    30 ITALY    31 EIRE     32 SWITZ
33 ALGER    34 EGYPT    35 MALAW    36 MOROC
37 CAMER    38 TUNIS    39 ZAIRE    40 ANGOL
41 S.KOR    42 U.A.E    43 QATAR    44 CHINA
45 U.S.A    46 COSTA    47 CANAD    48 E.SAL
49 N.ZEA    50 AUSTR    51 ISRAE    52 FIJI
53 BRAZI    54 CHILE    55 COLOM    56 PARAG
57 URUGU    58 BOLIV    59 PERU     60 ECUAD
61 ARGEN    62 VENEZ    63 MEXIC    64 PANAM

        (S)ELECT   OR  (M)ENU
```

See those blobs along the top? That's about as graphical as it gets. Still, who needs fancy graphics when you've got a team list as comprehensive as this? (Er, the readers possibly)

The in-game action is conveyed by a radio-style line-by-line commentary, with the minutes counting down at the top of the screen (much faster than real time). Information is given on goals, corners, free kicks, penalties and general possession – all the highlights of a normal footy game.

It's all very similar to *Tracksuit Manager*, except the presentation isn't quite so polished. If you enjoy text-based soccer strategy and you're patient with a sometimes awkward menu/selection system, there's more than enough depth to keep you occupied. There are some nice touches but there aren't enough of them to justify shelling out a tenner for it.

GORDON

Game	**World Cup Glory**
Maker	**Challenge**
Cassette	**£9.99**
Disk	**mail order**

POWER RATING

THE DOWNERS...

- No sound effects or music
- No action sequences: strategy is totally text-based
- Has an occasional but nasty habit of crashing
- No frills: the selection screens are merely functional and look like something from ancient history
- Game is slow to calculate the consequences of your selections
- Much better alternatives already available

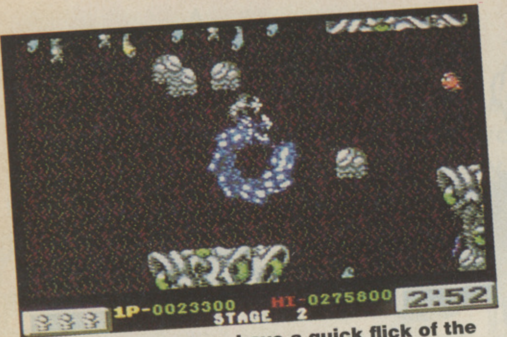
100

46%

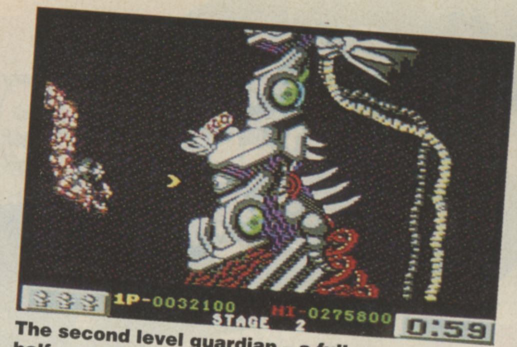
0

- **Five difficulty levels**
- **The wide variety of teams, players and management**
- **If you get hooked, you'll stay hooked**
- **Nice in-game touches like the radio-style commentary**

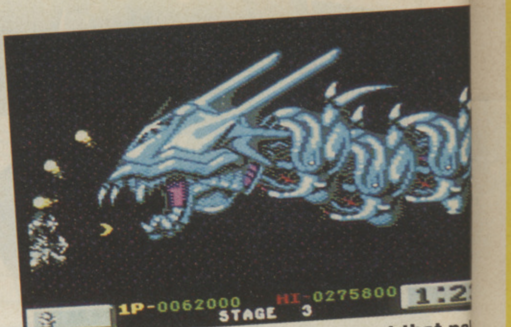
...AND THE UPPERS



Pick up a blue token, have a quick flick of the wrist and your dragon carries out some mid-air acrobatics. Now go and pile into those baddies!



The second level guardian – a full one-and-a-half screens high, with wriggling tentacles and a bad attitude. Shoot his eyes for a quick kill!



A large drag– Hold on... You can't get that pal turquoise colour on a 64! Well, you can if you swap pale green and cyan 50 times a second

What do you get if take a piece of R-Type, a hint of St. Dragon, and a smidgeon of the movie Never Ending Story? No, we don't know either. Tell you what, why don't you stop worrying about all that and read a review of

DRAGON

Well, 1991 looks all set to be the year of the dragon, with flying lizards featuring in three major new games. First of these is Activision's conversion of the Irem coin-op. That's right, Irem of *R-Type* fame and Activision of *Atomic Robo-Kid* fame. Hmmm, good pedigree – let's see if it wins best of breed (groan)...

The fantasy story line is, briefly, stop the King of Darkness from filling the Kingdom of Agamen with black power. But let's not beat about the bush – *Dragon Breed* is a scrolling shoot 'em up. However, since rip-snorting spacefighters haven't yet made their way to this particular corner of the Universe, your coming battle will have to be fought astride one of the friendly dragons which have!

You begin the game with your character, Kayas, sat behind the head of one these multi-segmented flying lizards, which is steered across the landscape. The background scrolls passed (with a bit of parallax occasionally thrown in for good measure) and push-scrolls up and down to reveal the top and bottom of the scene (like a horizontal *Flying Shark*). The scenery on all six levels is beautifully presented, with colourful multicolour foreground graphics and detailed hi-res backdrops. Very snazzy.

These tentacle waving missile shooting monsters are simply amazing

The aim is, amazingly enough, to get as far as you can without getting your little chum Kayas blown into small gobbets of fleshy substance. This is achieved by some neat flying – using the dragon's body to fend off unwanted attacks – and hefty use of the fire button. Kayas wields a mean blaster and the dragon also unleashes his (or her – could be a girlie dragon) own brand of firepower.

At points along the route, Kayas has to dismount and make his way on foot, while the dragon floats above and follows Kayas' lead. This aspect of the game played quite an important role in the coin-op, where sometimes it was the only way to get certain power-ups. Here, though, it only plays a major role only on the final level. Shame – it adds an interesting slant to the action.

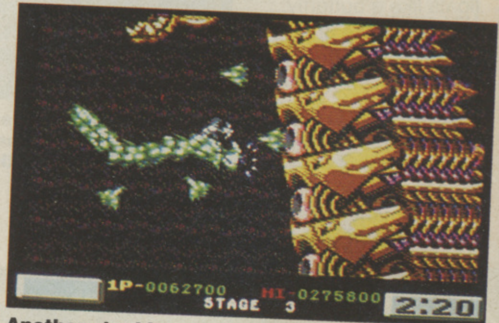
The major sights of the journey come in the shape of some spectacular end-of-level guardians. These tentacle-waving, missile shooting monsters are simply amazing. They're everything a guardian should be: incredibly large (a screen-and-a-half high in some cases) nicely animated and generally tough to beat.

There might only be six levels, but each one is long and arduous, and contains a variety of different enemies and hazards. They're also very tricky indeed; hardened

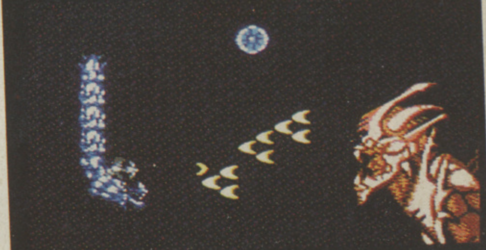
Dragon data

Demon coders Ash 'n' Dave have pulled out all the stops to make *Dragon Breed* as fabby as possible and this includes some neat tricks...

- **The game has full colour scrolling, which enables them to mix hi-res and multicolour graphics.**
- **Rotating the hi-res characters for the background gives the impression of smooth parallax scrolling (in the same way that colour cycling makes colours look like they're moving).**
- **Each end-of-level alien uses a whole char-set, allowing them to be nice and detailed. Sprites are used for any moving parts.**
- **Extra colours are achieved using colour switching, where pixels are assigned alternate colours every 50th of a second. This gives the impression of a completely new shade!**
- **Even with multiplexing, the C64 can only show eight sprites per line. The dragon's tail flickers because it's made up of four sprites strobed on alternate screen updates. This prevents aliens from flickering, which would have proved more annoying during play.**



Another stonking mid-level action-stopper. Shoot all the pink belly buttons (?) or else you get crushed!



And here (courtesy of a cheat mode) is the final dragon you must defeat. Kayas is carried away inside a bubble and... well... finish it yourself!

Dragon tails

Your scaly chum is one tough cookie who can be put to good use, both offensively and defensively. The tail is strategically employed to shield Kayas from attack, and the creature can be powered-up by picking up coloured tokens which change the colour and role of the dragon:

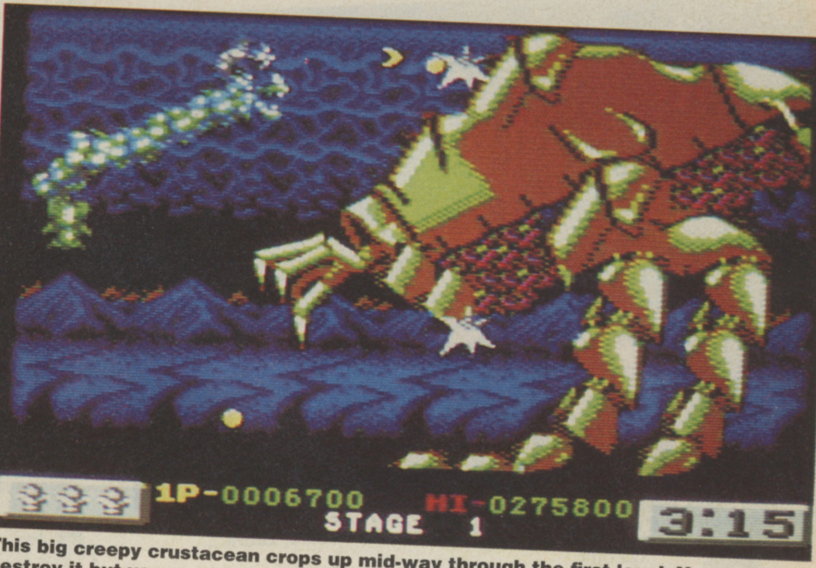
GREEN – Your drag' starts off green and is pretty crap, really. He only fires missiles from his mouth, in a hold-the-fire-button-and-release-*R-Type*- megablast fashion.

RED – Collect red tokens and the dragon starts to breath flames: the more reds you collect, the longer the flame.

BLUE – As you fly along, the dragon's tail releases lightning bolts from his underbelly. Also, if you flick the joystick rapidly up and down, the tail circles round to act as a large enemy-killing shield.

SILVER – The wriggling one now possesses the ability to release magic homing missiles, which track down and kill enemy creatures.

GOLD – Another quick 'stick flick and the dragon forms a protective circle with Kayas inside. He also fires salvos of brown blobs of doom in random directions.



This big creepy crustacean crops up mid-way through the first level. You can't destroy it but you can remove those missile-gobbing stars with some heavy fire!

N BREED

blasting freaks only need apply!

Dragon Breed is wonderfully programmed by Ash 'n' Dave (demo coders extraordinaire – check out some of their PD demos, they're awesome) and there are some skill sounds courtesy of Martin Walker (again). Love the meaty sampled drum intro, alien death screams and flutey sounds on level 2!

Generally, *Dragon Breed* is a very impressive piece of software, with lots of clever techy stuff going on. The number of sprites needed to build the dragon and create the large enemies means that it flickers slightly, but this is easily forgiven. Less easily ignored are the occasional bugs which throw up the odd character block or sprite. And most annoying is the sudden and inexplicable death which is visited upon you, suddenly and inexplicably. This tends to happen during guardian battles, and is especially frustrating!

The gameplay roams through familiar shoot 'em territory, and suffers from patchy gameplay where areas of intense activity are followed by periods of 'stroll off and make a coffee'. Having said that, the game is so visually and sonically impressive, so playable and such a good conversion that if you're a shoot 'em up fan, this belongs in your collection. Simple as that.

STEVE

Game	**Dragon Breed**
Maker	**Activision**
Cassette	**£9.99**
Disk	**£14.99**

POWER RATING

THE DOWNERS...

- Hefty level multiload – tape users beware! Long waits ahead...
- Irksome or even fatal glitches!

100

82%

- Stunning graphics, from the mammoth guardians to the huge numbers of sprites to the clever colour switching
- Innovative power-ups make for a more interesting shoot 'em up than normal
- Amazing sound tracks and effects, with pseudo sampled screams and moody tunes
- There's plenty of variety between levels
- Highly playable and largely faithful to the coin-op original from which it's been converted
- Novel control of the dragon adds interest to the gameplay

...AND THE UPPERS

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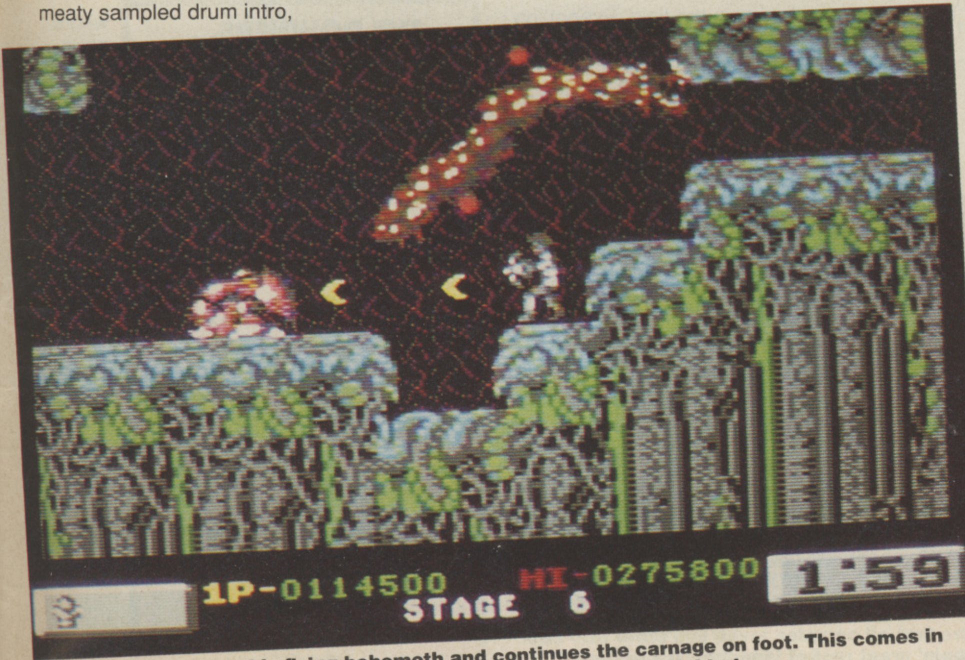
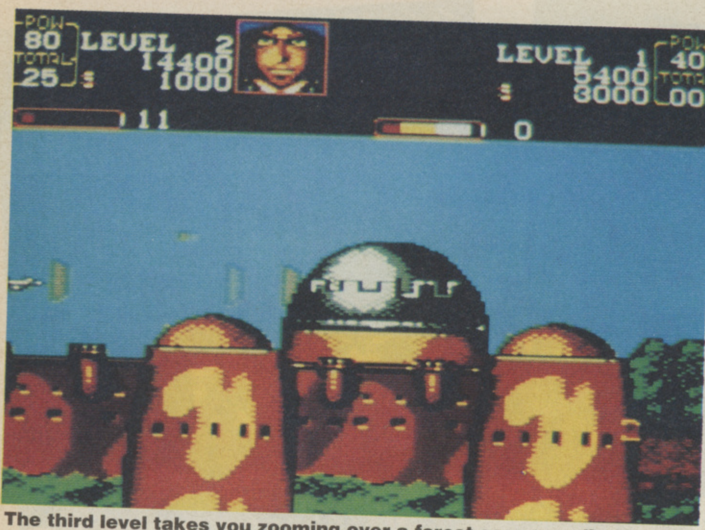
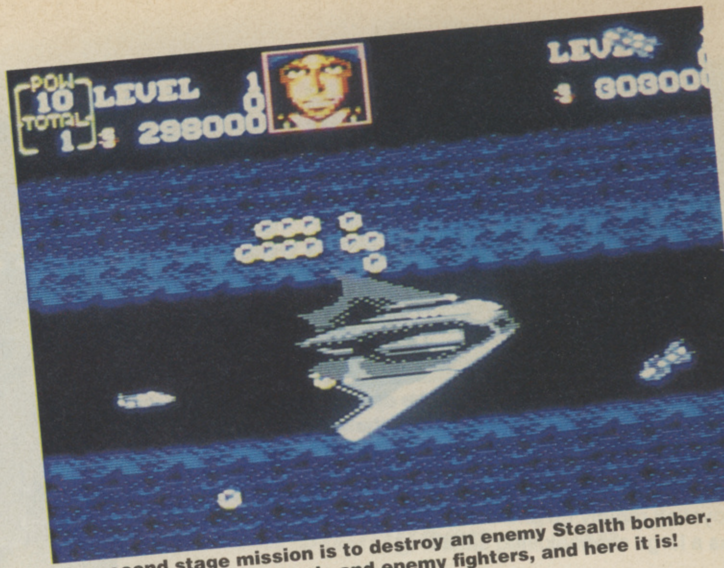


Kayas dismounts from his flying behemoth and continues the carnage on foot. This comes in handy later where the gaps aren't quite big enough for dragon *and* rider!



The third level takes you zooming over a forest scene, ending in this huge camouflaged missile-gobbing fortress. Er... zoom, zoom...

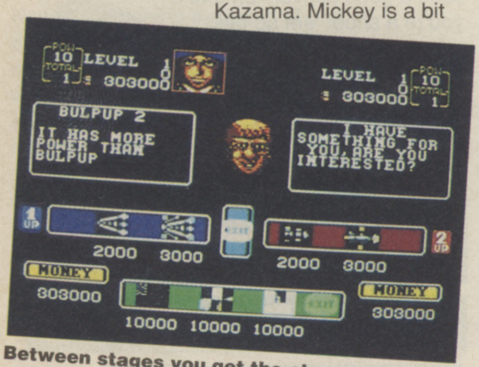


The second stage mission is to destroy an enemy Stealth bomber. Survive the lightning clouds and enemy fighters, and here it is!

U.N. SQUADRON

According to the scenario, the countries of the Middle East have long been in a state of economic and social ruin due to violent civil war. Baddies have united to form an unholy alliance dedicated to kicking sand in the faces of innocent, freedom-loving citizens.

So who can save us all from a fate worse than a Saturday afternoon at Halifax Town FC? Wait a minute – there's always the UN Squadron! A round of applause please for Mickey Simon, Greg Gates and Shin Kazama. Mickey is a bit of an American meat-head who zips about the skies in his personal F-14 Tomcat, armed with 20mm Vulcan Cannon. Greg is from Denmark and used to earn his living by helping hostages from all over Europe; he's now settled into a peace-keeping role in an A-10 Thunderbolt, rattling out rounds from his gatling gun and priding himself on his ground attack capabilities. Shin is a Japanese F-20 Tiger Shark pilot: his plane has a higher firing rate than the other two.



BULPUP 2
IT HAS MORE POWER THAN BULPUP

I HAVE SOMETHING FOR YOU. ARE YOU INTERESTED?

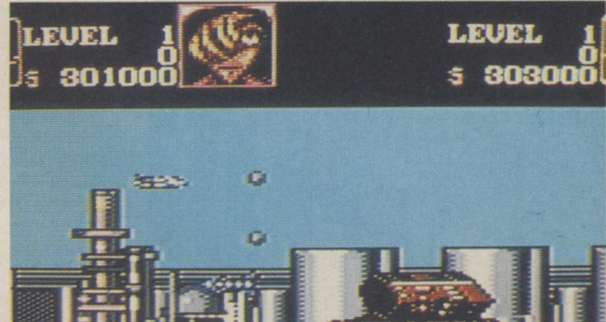
Between stages you get the chance to spend some UN funds on little luxuries like bolt-on weapons and super shields!

From this trio you select the pilot of your choice according to how you like to play. If you've opted for a two-player game, your partner chooses one of the other fliers and you undertake the missions together. Both players waddle over to the UN Shop, where a variety of guns and gadgets are on offer. Hardware costs huge wads and without the readies there's no firing fun 'n' frolics. Destroying end-of-level enemies substantially improves the bank balance and allows you to purchase juicier items.

If you're happy with your choices, you can tackle the ten missions. Each one is unique: the first, for example, is set in an enemy installation guarded by anti-aircraft guns, fighters and tanks and concludes with an encounter with a giant mobile rocket launcher. This generates an impression of variety in the gameplay which isn't really there: many of the enemies recur in different levels, and the few new opponents are never very challenging.

This boils down to a multi-level scrolling shoot 'em up which doesn't add much to the brilliant games already in the field. Everything about it is unspectacular: the backgrounds are nicely drawn, the sprites are neat and the end-of-stage opponents can be impressive – but there's nothing to delight hardened shoot 'em up fans. The game suffers noticeably from repetition, because there is nothing in your opponents' activity to generate excitement: no intelligent movement and some pretty pathetic weaponry. It's a better game in two-player mode and the variety of weapons helps, but if you're used to quality blasters the appeal soon wears off.

GORDO



At the end of the first oil complex level, you enter into battle with this flippin' great rocket launcher. It's actually easier to defeat than it looks, though – just keep firing!

Game	**U.N. Squadron**
Maker	**US Gold**
Cassette	**£9.99**
Disk	**£14.99**

POWER RATING

THE DOWNERS...

- Predictable enemy patterns and poor end-of-stage opponents
- Unoriginal gameplay won't be appealing to fans of the genre
- Occasional screen glitches interrupt the action
- Audio visuals are jarringly average

wears

100

69%

0

- **Nine different weapons, including lasers, bombs and spray missiles**
- **Ten missions, each with unique background graphics**
- **Smart presentation screens**
- **Three different types of plane to fly, each with different capabilities**
- **Good joystick-only controls**
- **Simultaneous two-player game mode**

...AND THE UPPERS

HOW TO
KEEP AHEAD OF THE CROWD

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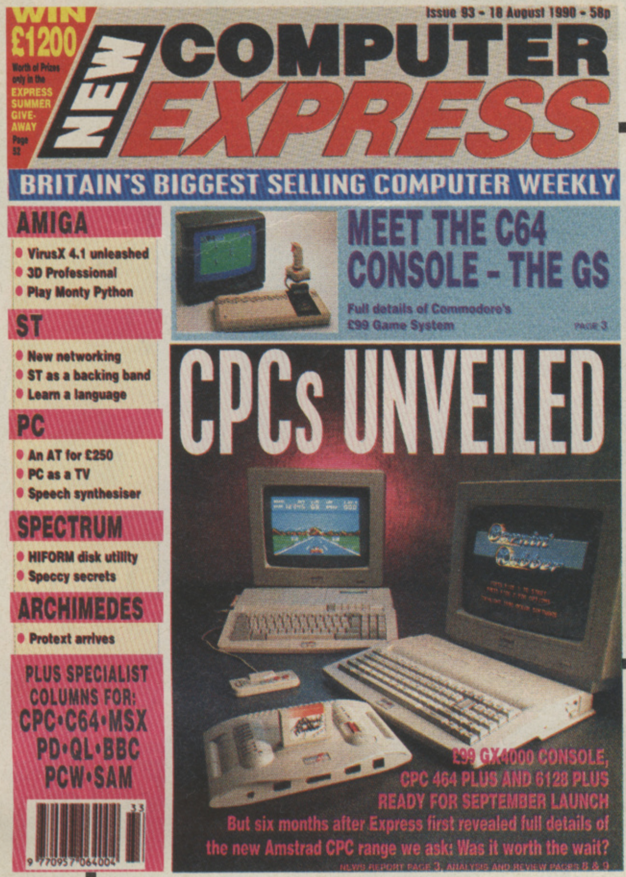

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MEET THE C64 CONSOLE - THE GS

Full details of Commodore's £99 Game System PAGE 3

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But six months after Express first revealed full details of the new Amstrad CPC range we ask: Was it worth the wait?
NEWS REPORT PAGE 3, ANALYSIS AND REVIEW PAGES 8 & 9

NEWS

Want to learn about the plans Commodore has for **YOUR** machine as soon as you possibly can?
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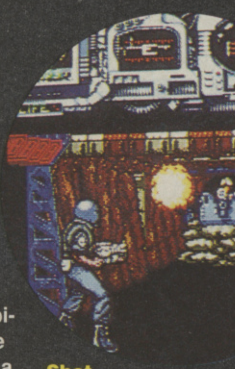
> *"Ooh, blimey! What are all those bright dotty things on the scanner? Sir? Eh, he's gone for a cuppa! OOOH, what should I do? They're getting nearer and nearer. Eeeh! it's no good, we're being inundated with masses of games for the C64!"*

EARLY
WARNING!

NARCO POLICE

DINAMIC

Since *Satan* (PowerTested *CF*1) the Spanish software house Dinamic have been beavering away on their first cartridge game, *Narco Police.* Set in the force of the future, this 3D arcade adventure thingy takes you to a tropical island paradise off the coast of Colombia where a drug ring are busy manufacturing all sorts of nasty narcotics for pushing on small defenceless orphaned children, probably.

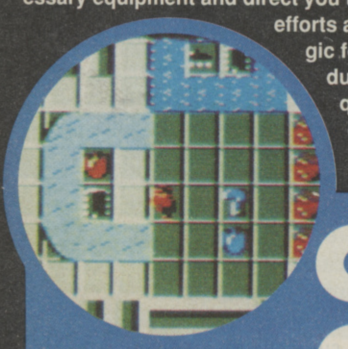


Shot of the 3D arcadey bit, ex-Amiga version. 64 piccies soon!

And this is where you come in. From a remote computer control unit you have to guide three groups of anti-drug officers as they attempt to infiltrate the island's defences and mount a successful assault on the druggies' headquarters.

As their leader you must allocate the necessary equipment and direct you teams' efforts as a strategic force and during close quarters combat. The game is therefore divided between joystick-controlled 3D arcade action sequences and tactical decision-making, accessed via commands through the computer. Sounds like you've go to be quick in both mind and muscle!

We've only had Amiga shots so far, but the action should transfer to the 64 cart no problem. We'll file a full report in a later issue.

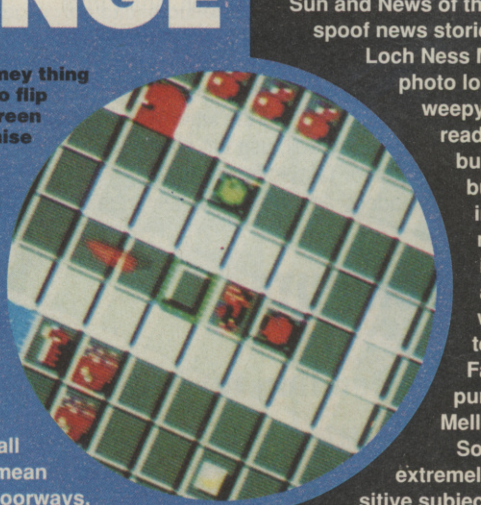


The pale blue semi-circle is ice. Step on it without cleats (spiky footwear) and Chip just goes whizzing round!

CHIP'S CHALLENGE

US GOLD

If you thought you'd escaped the current wave of puzzlers, think again. US Gold are all set to continue the trend resurrected by *Puzznic* and *Plotting* with this jolly little mind-melter, which first appeared on the Atari Lynx.

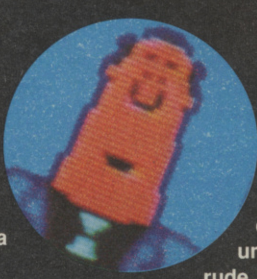


The red flamey thing is deadly. So flip the round green switch to raise the grey block – and now it can't get at you!

Chip MacCallahan is a cast-iron grade-A prize nerd. And, so typically of nerds, he fancies the school's brainy bimbette Melinda, the mental marvel, something rotten. Sitting next to her at lunch one day, she offers him a challenge which, should he complete it, would entitle him to join Melinda and her buddies in their computer club, the Bit Busters. So, like the drooling idiot he is, he accepts.

Chip's challenge is to enter a series of 144 mazes and collect all the silicon chips which lie therein. Simple as it sounds this is no mean feat – each maze is filled with tricks and traps. Switches, locked doorways, magnetic fields, invisible walls, rivers, ice and a few ferocious creatures thrown in for good measure all prevent Chip from achieving his goal.

The finished C64 version arrived just too late for this issue, but the demo plays nicely and is extremely addictive. Expect a full (and probably glowing) review in *CF*6!



VIZ

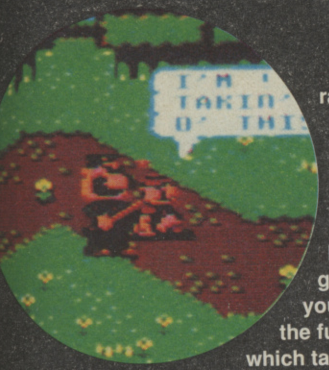
VIRGIN

If you haven't read Viz comic (which isn't entirely unlikely since it's a) very rude, and b) aimed more at your infantile 20-30 age group), then you'll be unfamiliar with it's quaint boys-own comic strips, and ripping yarn-type stories. Well... almost very nearly.

Actually, it's one huge mickey-take of comics like the Beano, Hotspur, Roy of the Rovers etc, and naff newspapers like the Sun and News of the World. As well as spoof news stories ('Is Elvis presley the Loch Ness Monster?'), it carries photo love stories (like the really weepy stuff in girlie mags), readers' Top Tips ('Avoid burning out brand new light bulbs by lighting candles instead') and boasts a role-call of wonderfully insane characters, such as Buster Gonad, the lad with the unfeasibly large testicles; Johnny Fartpants, the kid with pump power; and Roger Mellie, the man on the telly.

So, given that the comic is extremely violent, deals with sensitive subjects like bonking and toilet parts, and includes lots of words beginning with 'F', just how the hell do you write a game based on it?

Well, have a gander at the demo on our cover tape (brill, innit?). The game follows a



Parky attack! Poor old Biffa's getting a severe belting from the park keeper. Mad old bas-

race between Buster Gonad, Johnny Fartpants and Biffa Bacon – you get to choose your character in the full game – which takes place through different sections of Fulchester, the park, the high street, the beach and so on. Each area has its own dangers, most of which involve bumping into things, tripping over things or dropping down very large things (they're called holes – Ed).

In the lull between races sub games appear where, depending upon the talents of your current controlee, you have to indulge in various feats of... erm... prowess. For instance, Johnny F gets to launch himself off the ground with pump power, while Biffa has to drink lots and hit things. You get the idea.

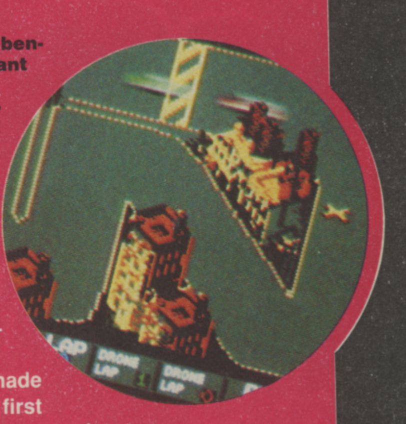
And that's enough waffle. It only remains to be said that the full, uncensored version will carry an 18-only sticker. So you young 'uns will have to send an older brother to buy it! Full review next issue.

BADLANDS & VINDICATORS

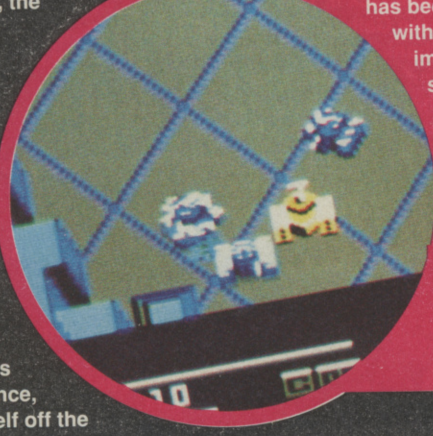
DOMARK

More cartridge releases squinting in the light of day hail from the mighty offices of Domark. *Badlands* (which rated a very healthy 78% in *CF*3) has been cartridgised with slight tweaking, and minor improvements made to the sound and graphics.

Also, C64 owners are to be treated to a rather nice version of the aged Tengen coin-op *Vindicators*. This vertical scrolling two-player tank blaster never made it onto the C64 first time around, but better late than never, eh? Both carts costs £19.99 and are available abooouut... now!



***Badlands* now benefits from instant access, plus improved visuals and sound!**



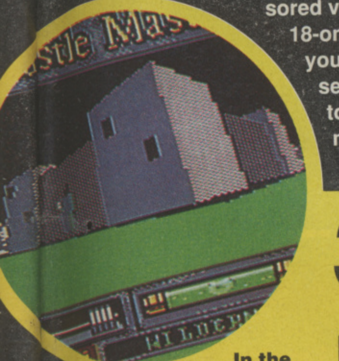
At last! *Vindicators* finally trundles onto the 64. It looks a goody, so tune in soon!

MEGA HOT

CODE MASTERS

The Codies' latest venture is a compilation of eight of their best budget games. Although it boasts a ten quid price tag, for anyone who doesn't own any of the games, its actual value is up around the... erm... £24 mark. Not bad, eh?

But what, pray tell, does my £9.99 actually pur-chase? Well, wrap your seeing glands round this little lot: *ATV Simulator*,



In the finished kit, you can overlay display panels from Freescape games such as *Castle Master*

3D CONSTRUCTION KIT

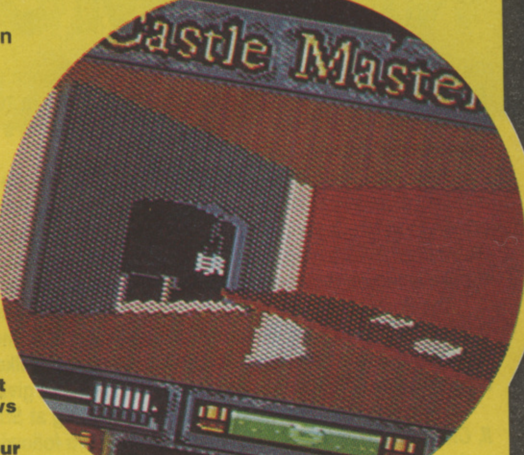
INCENTIVE

Are you a fan of Incentive's Freescape epics *Castle Master*, *Total Eclipse*, *Dark Side* and *Driller*? Have you ever wondered what it would be like to design a 3D game like that yourself? Well, wonder no longer, because soon you can. *3D Construction Kit* contains everything that you need to write your own games and you don't have to be a genius to do it. The user-friendly controls make it so easy to design houses, bridges and cars, even your granny could do it while falling off a log.

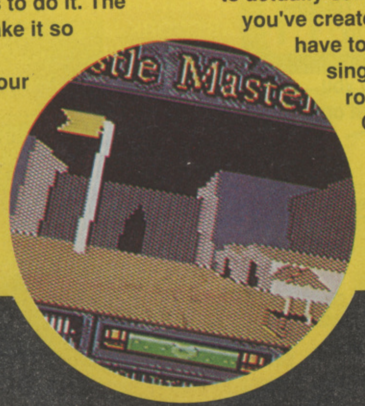
It lets you pick your shapes, copy them, move them, shrink them and rotate them right round the screen to create whatever takes your fancy – not only that, you can design icons and title screens on any common art package and load them straight into your game. And once you're satisfied with what you've done you don't just get to view your marvellous creation from plain old first person perspective – you can position up to five different cameras as well.

To give you a bit of inspiration *3D Construction Kit* comes with a specially written adventure game thrown in and a guarantee that if you manage to actually sell any games you've created you don't have to pay Incentive a single penny in royalties.

Of course *3D Construction Kit* isn't all about games. You can use it to design almost anything, from the inside of your bedroom to a whole neighbourhood complete with cars. There's just one catch: £24.99 on disk and cassette is pretty pricey, but you could always try convincing your parents that it would be really handy for urban studies at school.



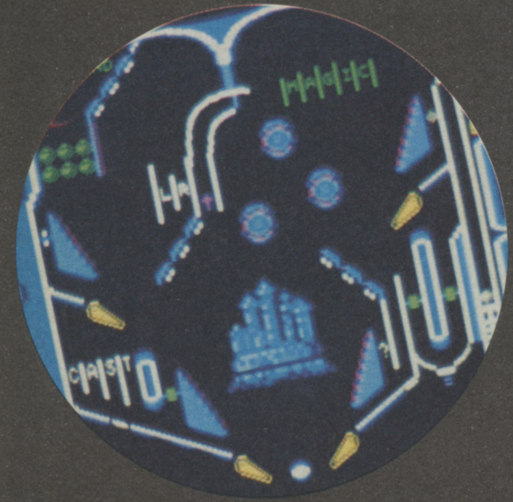
The 3D kit also allows you to design your own room interiors, filled with furniture and stuff



You can construct entire buildings complete with all the trimmings!

Advanced Pinball Simulator, *International Rugby Simulator*, *MiG-29 Soviet Fighter*, *Fruit Machine Simulator* and *Grand Prix Simulator*.

According to the Codies, all of these games are best-sellers and not only rated well in the charts, but also managed rave reviews. Well, maybe 'rave' is a tad strong, but there's no arguing that it offers decent value for money.



Pinall Simulator **– just one of the eight Codie games on their new compilation, Mega Hot. Despite winning the award for using the word 'simulator' four times too many, the compo contains some goodies**

So there you go. The *Mega Hot* compilations simulator should be in the shops by the time you read this, so if there's some ex-Chrimble dosh wearing a hole in your pants, take it out right away – you'll get a nasty coin rash. Er...

MIGHTY *ELITE* BOMBJACK

It's an Amiga pic, but the C64 should play identically. But Mighty? Find out soon!

Elite's Bombjacking experiences started back in 1986 with a C64 version of the popular Tecmo coin-op. This went right to number one in the Gallup charts and did very well indeed thank you.

This was followed up in 1987 with, surprise, surprise, *Bombjack II*. This went right to number one in the Gallup charts and did very well indeed thank you. As well.

Now, nearly four years later Elite are about to go for a hat trick with the release of *Mighty Bombjack*. Already, this has been released on the Nintendo System and sold over 500,000 units in the States and Japan as well probably.

Mighty Bombjack boasts 17 scrummy levels spread thickly over a crispy base of 250 screens. Sounds a stonker. No doubt there'll be an in-depth interview with the mighty Bombjack himself in a later issue of *CF*.

ESCAPE FROM COLDITZ

DIGITAL MAGIC SOFTWARE

Yet another boardgame conversion, this time from the classic Gibson game, Escape From Colditz. This computer version offers you the chance to try and liberate four Allied officers from the Special Camp of Colditz Castle. You must guide the men around the vast confines of the fortress prison, time the guard patrols, dig tunnels, pick locks, and collect and use all manner of objects in order to manufacture your escape.

Along with some smart graphics, *Escape From Colditz* also comes with some pretty impressive statistics: there are over 600 rooms to explore, you control the four different characters simultaneously, the patrolling guards all move intelligently and independently, the full screen scroll runs at 50 fames per second and there's even a free book about the prison camp itself.

Once we've tracked the little blighter down, we'll slap it under lock and key, feed it bread and water

NEXT MONTH...

Gosh, it doesn't seem like five months since *CF* uncoiled itself from the womb of Future Publishing does it? (urgh! – Ed). Still, here we are in 1991, heading for Spring at high speed and wondering what will be appearing in next month's mammoth – nay – diplodocus issue of Commodore Format.

Well. Well, well, well. Wellowellowellowell... er. We dunno. To be honest, it's all a bit of a mystery even to us. What with things going wrong, not arriving, not loading, not being sent, arriving too late, arriving unfinished, being the wrong colour or smelling of cheese, by the time we've finished the mag, it's completely different to the one we promised the month before! Still, we like living on the edge, so here's our best guess for the contents of *CF*6!

The PowerPack tape just gets better and better: to coincide with the Exclusive review of US Gold's *Shadow Dancer*, we have a playable level from the game itself. There's also the stonking ten-pin bowling simulation *10th Frame* plus Martin Walker's *Chameleon*. We'll also be chucking in another game or demo for good luck – but we're not giving everything away just yet!

On the review side, we'll *definitely* be looking at *Shadow Dancer*, *Chip's Challenge*, *Gazza II*, *Creatures*, *Last Ninja 3* and *Turrican II*. With a following wind,we might even be able to review *Line Of Fire*, *Viz*, *Warlock*, *Lotus Esprit Turbo Challenge*, *St. Dragon* and lots more. Now we know some of these will be in the shops before we come out, but just be patient – if you scamper off half-cocked and buy something crap before reading the *CF* review (the best ones around) don't come crying to us!

Ok, that's enough waffle. Ta ta for now.

The A4 *Commodore Format* mk VI with optional PowerPack – available from most good nuclear hardware specialists from the 21st of February 1991

COMMODORE FORMAT 5, February 1991. That's all folks!

FEBRUARY 1991 5

EDITOR Steve Jarratt
ART EDITOR Trevor Gilham
DEPUTY EDITOR Sean Masterson
STAFF WRITER Andy Dyer
DESIGNER Lam Tang
CONTRIBUTORS Kati Hamza, Gordon Houghton, Paul Lyons, Andrew Roberts, Phil South
EARLY MORNING CALLS Spotty the cat
ADVERTISING MANAGERS Simon Moss, Mark Salmon
AD PRODUCTION Melissa Parkinson
CIRCULATION DIRECTOR Sue Hartley
ASSISTANT PUBLISHER Jane Richardson
PUBLISHING ASSISTANT 'Shell Harris
PUBLISHER Greg Ingham
COVER ARTWORK John Richardson
ARTWORK Mike Roberts, Jim McCarthy
TYPE SETTERS Chris Stocker, Simon Windsor
COLOUR REPRO Avon Scanning & Planning, Brislington, Bristol
PRINTERS Redwood Press Ltd, Wiltshire
NEWS TRADE DISTRIBUTORS UK & World Wide MMC Ltd. Tel: 0483 211222

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'F-16 Combat Pilot wins hands down'
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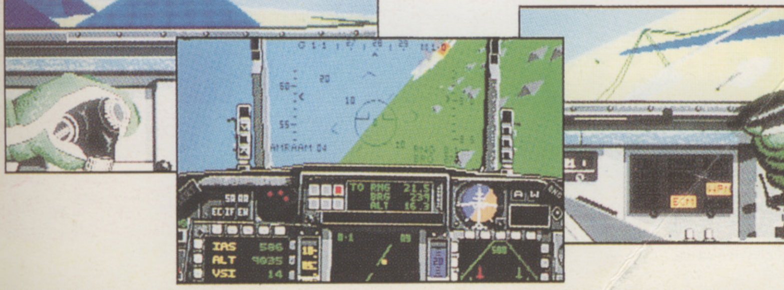
I'm primed for action as my F-16 leaves the runway. This time my mission is to destroy a battalion of tanks. Suddenly, threat warning – interceptors closing fast! I quickly select dogfight mode and arm a Sidewinder. We both fire at the same time – chaff and a high-g turn out manoeuvres his missile. A loud explosion tells me he's not so lucky.

F-16 COMBAT PILOT

Flying fast and low, I turn my F-16 towards my target. Time to switch on the ground radar and arm the laser-guided Mavericks. I fire six missiles in quick succession, Lantirn automatically locking on to each tank. With flak bursting around me I dive for cover and head for home. Approaching base, I contact the tower and request a talkdown for my night landing.

Order your F-16 Combat Pilot now, simply telephone (0276) 684959 quoting VISA or ACCESS credit card number, name and address.



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THE ARCADE BRAIN

STORM
PUZZNIC
ocean
POW
POW

LEVEL 4
PROBLEM
[2 - 1]
TIME
1'18
RETRY 0

"Puzznic has some very **addictive gameplay** Early levels provide a nicely graduated introduction to an **utterly compulsive game** **EASILY ONE OF 1990'S BEST PUZZLE GAMES"** ZAPP SIZZLER

LEVEL 8
PROBLEM
[1 - 5]
TIME
1'21
RETRY 1

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